

a campaign and adventure guidebook for
middle earthTM

including the wild lands—east, south, & north

second edition

Contains a FULL COLOR 24" x 36" poster map



Based on J.R.R. TOLKIEN's THE HOBBITTM and
THE LORD OF THE RINGSTM. Produced and
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Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902. Stock # ME2200.

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This campaign guidebook is dedicated to Glenn McCormick, Kurt H. Fischer, and, most of all, Professor J.R.R. Tolkien.



1.0 INTRODUCTION

This guidebook is intended as an aid for those wishing to integrate J.R.R. Tolkien's Middle-earth into their fantasy role playing game. Essentially, it is a handy reference unit specifically oriented toward major fantasy role playing systems and the ongoing Middle-earth series from ICE.

J.R.R. Tolkien's legacy is truly monumental; his works of fantasy are masterpieces of imagination - consistent, thorough, colorful, stirring and, most of all, thought provoking. Each of us who has delved into his world has developed his or her own impressions of the flora, fauna, and landscape, and has built upon these conceptions by wondering about those things that received relatively little, or no, attention in the texts and appendices. This syndrome has spawned this work and fantasy role playing series. It is all intended to provide a working base for creative minds who enjoy the world of Middle-earth and have long wished to venture out into its lands, discover new ways, experience its flavor, and build upon its wondrous structures and settings. The entire tone of ICE's approach is aimed at those who want a foundation from which to work, not necessarily absolutes.

2.0 THE SOURCES

Tolkien's Middle-earth has been documented by a variety of commentators, including his son Christopher. Certain aspects of the world and its associated histories are described in immense detail, while others remain shrouded in varying degrees of uncertainty. Most commentaries center on the West (actually the Northwest) of Endor, the middle continent of Arda, and give little or no space to outlying regions, aside from examining incursions of invaders or noting the vague activities of the Dark Lord. When handling events and settings in the East, North, or South, then, one is very much on his own. The only rules of thumb to abide by are: (1) derive an understanding of "western activity" and the overall world setting; and (2) make sure your research shows no conflict with the sparse data found in primary sources, the actual writings of J.R.R. Tolkien and those edited by his son Christopher. Adventures set in the West, however, are necessarily more restricted.

A complete bibliography is provided later. What follows is a brief list of the most helpful primary and secondary sources which will prove invaluable for any Middle-earth fantasy role playing (FRP) game:

Primary Sources:

- Tolkien, J.R.R. *The Fellowship of the Ring*. Boston: Houghton Mifflin Co., 1965. Copyright© 1965 by J.R.R. Tolkien.
- . *The Hobbit*. Revised Edition. New York: Ballantine Books, 1966. Copyright© 1937, 1938, 1966 by J.R.R. Tolkien.
- . *The Return of the King*. Boston: Houghton Mifflin Co., 1965. Copyright© 1965 by J.R.R. Tolkien.
- . *The Silmarillion*. Boston: Houghton Mifflin Co., 1977. Copyright© 1977 by George Allen & Unwin Ltd.
- . *The Two Towers*. Boston: Houghton Mifflin Co., 1965. Copyright© 1965 by J.R.R. Tolkien.
- . *Unfinished Tales*. Boston: Copyright© Houghton Mifflin Co., 1980. Copyright© by George Allen & Unwin Ltd.

Secondary Sources:

- Fonstad, Karen Wynn. *The Atlas of Middle-earth*. Boston: Houghton Mifflin Co., 1981. Copyright© 1981 by Karen Wynn Fonstad.
- Foster, Robert. *The Complete Guide to Middle-earth*. New York: Ballantine Books, 1978. Copyright© 1971, 1978 by Robert Foster.
- Tyler, J.E.A. *The New Tolkien Companion*. New York: Avon Books, 1978. Copyright© 1976, 1978 by J.E.A. Tyler.

This work is based on *The Hobbit* and *The Lord of the Rings*, particularly the appendices from *The Return of the King*, the third volume of the trilogy. Great pains have been taken to assure no conflict with any other primary source material. Since the material in ICE's series is derived from the histories of the Third Age, *The Lord of the Rings* stands as the most instrumental resource.

The Silmarillion and *Unfinished Tales* may provide crucial data for campaigns set in the First or Second Ages of Middle-earth. The former is certainly key to any in-depth cosmological overview. ICE's Middle-earth line is aimed at settings of a later period, but will, nonetheless, prove helpful to those concerned with earlier times.

3.0 DEFINITIONS AND TERMS

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; rather, they are to be found elsewhere in the text, in the sections concerning places, inhabitants, etc.

Aman: The continent west of Middle-earth. It is located in the Farthest West, across the Sundering or Great Sea (S. "Belegaer"). It contains Valinor, the home of the Valar (see below) and the great of Elven Kind make their home along its eastern shores. In the west of Aman lie the Halls of Awakening, the place of the dead.

Eladr: The three kindreds of Elves (*Noldor*, *Vanyar*, and *Teleri*) which made the Great Journey across Middle-earth during the First Age. Most settled for a time in Aman, or along the shores of now-sunken Beleriand. All other Elves are called *Avari* or Silvan Elves.

First Age (I.A.): The first recorded Age of Middle-earth. Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*. These works are not used or described within this module, since we are focusing on the Third and Fourth Ages. ICE uses I.A. to denote the First Age and F.A. to indicate Fourth Age dates.

Forodwaith: Term which refers to region and people of the Far North of northwestern Endor. The "Northern Waste" is part of this region, and the "Talaith Oiohelka" (debased Q. "Ever-icy Plain") is a section of the Waste.

The nomadic Eowith, a group of stocky, relatively short men of the Far North are often called "Forodwaith" or "Snowmen." A poor and primitive people, they live on big game and

whatever fish and sea creatures they can acquire. Their culture appears based on stonework, bone, and whatever wood they can trade for (although their contact with men is severely limited). They also make use of certain metals, notably copper. Their populations are generally centered on the western sea shores, but certain small units occasionally make their way inland to the northern river valleys further east.

Fourth Age (F.A.): The fourth recorded age of Middle-earth, the "Age of Men." It began with the passing of the Three Rings over the sea. During the Fourth Age most of the Elves departed Middle-earth for the Undying Lands; other non-mannish races such as Dwarves and Hobbits began to seek solitude, for their ways were no longer understood by the overlords of the continent - men.

Gamemaster (GM): Also known as DM or dungeonmaster, the referee, judge, etc. The ultimate authority in a given fantasy role playing game. This person is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. He/she interprets rules, controls creatures and non-player characters, and maintains play.

God: Not the gamemaster, but Eru - the creator of the world, including Middle-earth.

Middle-earth: Endore; Endor; the Middle Land, the Middle Continent. One continental land mass found in the world. It was not itself the entirety of the world, although the action and events found in *The Hobbit* and *The Lord of the Rings* is focused on the Third Age of Middle-earth and the very beginning of the Fourth Age of Middle-earth.

Mirkwood: The great stretch of western forest called by the Elves *Taur-e-Nuvedlis* (S. "Forest of Great Fear"). Like the "Old Forest" and the "Fangorn," it is a remnant of the great forest which once covered most of northwestern Endor. Prior to the end of the first millennium T.A., it was known as "Greenwood the Great," but Sauron's Shadow changed the very essence of the flora and fauna of the region. Northern Mirkwood is that area north of the Men-a-Naugrim.

Morgoth: The renegade Vala (see Valar below) who covered lordship over the world, and possibly all existence. Morgoth (lit. "Black Enemy" S.) was the embodiment and focus of darkness - evil incarnate - and established lordship over northern Middle-earth during the First Age. From his hold at Thangorodrim in the Iron Mountains (Ered Engrin) he began to dominate the whole of the continent; only the Elves of Beleriand, the Edain, certain Dwarvish groups, etc. opposed him. Morgoth created many foul races of beings by perverting the living (for he could not create life itself): orcs in mockery of Elves, trolls as dark counterparts for Ents, etc. No power aside from Eru himself, or the other Valar, could withstand the might of this demigod; he could alter mountain ranges, cast flames across hundreds of miles, and send legions of warriors - including dragons and balrogs - on campaigns of conquest. His terror was unparalleled. Nonetheless, Morgoth's strength waned with each creation. His Iron Crown was his greatest prize, for it embraced the light of the sun and the moon in the form of the three Great Jewels (the Silmarilli) and contained much of the Black Enemy's own power. Morgoth was finally overthrown by the host of the Valar in a cataclysmic battle which sank much of northwestern Middle-earth and altered the world. Sauron, one of the Enemy's lieutenants, survived the apocalypse.

Non-player character (NPC): A being or creature interacting in a fantasy role playing game controlled ("run") by the gamemaster, player, or another, not as a character synonymous with a player, but as an entity who has no identity with a human participant. Since the NPC is not identified with anyone, its death or departure will not result in anyone leaving the game or having to generate a new character.

Númenor: The great volcanic island that, up until S.A. 3319, rose out of the Great Sea between Aman and Endor. It was nearly due west of Gondor, and was closer to the shores of Aman than it was to Middle-earth. It sank in the cataclysm known as the Downfall. The island itself was shaped vaguely like a five-pointed star, and was approximately 500 miles across (from point to point).

Player character (PC): A character or being controlled by and identified with one of the players. In the game context, the player character (PC) IS the player and vice versa.

Realms in Exile: Kingdoms (Aman and Gondor) founded by the faithful, refugees from Númenor's Downfall.

Resistance Roll (RR): A dice roll which determines whether or not a character/creature or object successfully resists being affected by a spell. The result of unsuccessful rolls will be based on the spell's effect; successful rolls may mean the spell has no effect or reduced effectiveness. Resistance roll is synonymous with "saving throw" or "saving roll."

Rhosunian: Also called *Wilderland*. Traditionally, this region includes all the land south of the Ered Mithuin and north of Mordor between the Misty Mountains and the Carnes. The principality of the same name, however, was that region ruled by the Northman king Vidugavia during the 14th century T.A. This area was that east of Mirkwood and west of the Celduin. Some confused reports have shown the Celduin has the eastern border of the larger geographical expanse. This area includes Mirkwood, and the term is used in this module in its larger context.

Roll: Normally a percentile roll giving random results from 01 to 00 (100).

NOTE: In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.

DICE ROLLING CONVENTIONS:

D10 Roll a 20-sided die to generate a number between 1 and 10 ("00" is read as 10).

D100 Roll 2 twenty-sided dice simultaneously, they should be of different colors with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus generated are from 01-100.

NOTE: Most rolls of D100 in the Rolemaster System are "open-ended." If a roll is open-ended:

A roll of over 95 calls for a second roll of D100 to be made and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically this process could go on forever.

A roll of under 06 requires that a second roll be made and subtracted from the first (likely yielding a negative result). If this second die roll is over 95 it is subtracted from the first and a third die roll is made and subtracted from this total (likely yielding a result of less than -100). This process could also theoretically go on forever.

Rolls that are **not** open-ended specifically include:

- Stat generation rolls
- Stat potential generation rolls
- Stat gain rolls
- Spell gain rolls

Sauron: The Dark Lord, the Shadow, the Lord of the Rings, A "lesser Vala" who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age he convinced the Noldor of Eregion to create rings for the Free Peoples; later, in secret, he forged the One Ring. This ring embodied much of his power and was capable of uniting and controlling the other Rings of Power - the Three Rings of the Elves, the Seven of the Dwarf lords, and the Nine Rings of mankind. Both the Dwarves and Elves resisted his trap; the former took off their rings, while the latter entrusted theirs to three of the Wise Men, however, were not so quick to realize the danger, and the Nine rings remained in the hands of nine proud lords who sought power and found undying darkness - they became the Nazgûl. Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent. Sauron was overthrown twice in the Second Age, first by the Númenóreans under Ar-Pharazôn, and later by the Last Alliance of Men and Elves. Each time, however, he returned to power. His "body," however, was destroyed in the Downfall of Númenor (from which he escaped), and he was never again able to assume fair form. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth - (1) the Uruk-hai, or great orcs, and (2) the Olog-hai, or black trolls. Both were formidable fighting forces.

Second Age (S.A.): The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon. The age ended in S.A. 3441, when Erendûl and Gil-galad overthrew Sauron. Isildur took the One Ring, and the Dark Lord and Nazgûl passed into the shadows. S.A. is used denoting dates.

The One Ring: Also called the Ruling Ring or simply the Ring. Forged by Sauron in the depths of the Orodruin (Mt. Doom), the One Ring was the greatest of the "Rings of Power." Sauron intended it to be a means of controlling the holders of all the other great rings forged before it, thereby enabling the Dark Lord to hold sway over the Elves, Dwarves, and men. Much of Sauron's own "strength" went into its making, and he could never be truly whole without it. When the Ring was taken from him by Isildur at the end of the Second Age he was never able to reclaim it. Upon reforming around T.A. 1050, Sauron concluded that the Ring was lost, probably after flowing into the Belegaer (Sea) when Isildur "dropped" it in the waters of the Anduin at the Gladden Fields. The Ring had a sense of its own and sought power, particularly that of its maker. Sauron believed it would inevitably surface somewhere in western Endor. He went about the business of conquering the continent, but always kept his eye out for the return of the Ring. His agents and troops always informed him of occurrences which might lead him to it. The wraith became more active when he was aware that it was no longer truly lost. Although it appeared as a plain old band (its inscription could only be read when the ring was heated), the One Ring was actually the most powerful item forged in Endor since the construction of the Iron Crown. It was purely evil and acted to magnify the holder's desires and obsessions to such a degree that, regardless of intent, a perverse evil result would eventually occur. The Ring embodied much of the substance of Sauron's greatest works (e.g. Barad-dûr). With the Ring's destruction in T.A. 3019, Sauron was forever crippled; his spirit could no longer assume physical form as we know it and he was "banished" from Middle-earth.

Third Age (T.A.): The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens). T.A. is the abbreviation.

Valar: Refers to primary Valar, fifteen (including Morgoth), and later fourteen servants of Eru. Lesser "gods," demi-gods, entities consisting of pure spirit but often taking physical shape. Many of the peoples/beings in Middle-earth worship them or hold them sacred. Guardians of the world, it is they who sent the Wizards (Istari) to Middle-earth.

The West: Northwestern Middle-earth, specifically the area within which the events described in *The Hobbit* and *The Lord of the Rings* took place. Loosely, the area from Umbar northward and west of the eastern shores of the Sea of Rhûn.

the great desert of Harad. There were mountains east of the desert and regions beyond them where Sauron's shadow took hold. They were described as "vast." West of these mountains and southeast of Mordor were the men of Khand. These folk had contact with the "easterlings," at least when the latter migrated westward, and were also dominated by the overlord of Mordor. Their attention, due to the power of the Shadow and their geographical boundaries, focused on the Dark Land.

Mordor's two mountain ranges, the Ephel Dûath ("Mountains of Shadow") on the western and southern borders and the Ered Lithui ("Ash Mountains") which formed the northern border, can be explained by volcanic activity (plentiful in Mordor), and may have resulted from natural and/or Sauronic sources. Their connection as far as continental divide goes, however, was to an eastern mass, for the Anduin crossed between the White Mountains and Mordor. Mordor's mountains were connected to eastern highlands and/or plate activity (at least in part). Leaving a substantial gap for the flow of contact between Khand the plains south of the Sea of Rhûn, we can recreate the flow of the mountains forming the eastern edge of the great desert - that which formed the range in terms of geological activity is connected with Mordor's Ephel Duath in part, and the two mountain chains appear to be a broken continuum.

Other specific standards, such as the reference to the Sea of Rhûn being the largest "inland sea" in Middle-earth, enable the interpreting cartographer to judge the scale of formations, in this case lakes and freshwater "seas." The Ice Bay of Forochel was one portion of a "much larger bay." The cold wastes of the north extended artificially southward in the area of the lost realms of Arnor and Angmar, and one can judge this boundary as the southernmost limit of consistently frigid weather.

We can, therefore, derive a viable interpretive view of the undefined or "wild" lands. These areas had limited "civilizing" influences, and were less dominant in cultural/political/military affairs, but comprised a significant portion of Middle-earth. After all, the West is described as being only the "northwestern part" of the land mass called Endor.

What follows is a description of the map of Middle-earth and the significant features which may dominate the flow of events. It is by nature interpretive, and the gamemaster may wish to take cautious liberties with certain aspects. Keep in mind that Tolkien's fascination with our own world led him to translate the Redbook and give us his great works. Middle-earth is in many ways like our beloved Earth, and many questions concerning aspects of Tolkien's works are best explained by using answers from his ultimate source. This is why a cartographer can use physical principles found in everyday life (at least for the most part). Also note that this mythos, being quite familiar to "normal reality," becomes all the more plausible - rich and believable.

4.1 THE PLACEMENT OF ENDOR ON ARDA

Middle-earth is located east of the continent of *Aman*. Passage between the two, however, is difficult, for since S.A. 3319 the seas between have been "bent," and only those permitted by the Valar sail westward and successfully reach landfall. In the Third Age, Arda is a sphere, although some legends say that the continent of Aman remains on a flat plain. Númenor once rose out of the seas which separate Endor and Aman. It was closer to the latter continent.

4.2 THE LAND

The land shown on the map is shaded according to certain criteria: (1) areas shown in deeper green are more rich and temperate than those in lighter shades, since the latter are semi-arid, highland, rocky, hot, or cold expanses (relatively speaking); (2) hills and mountains are given relative heights in terms of symbol sizes; (3) the continental shelf is in sea green or aqua; (4) the deep ocean is the area outside of the shelf and in a pronounced blue; and (5) the mountain coloring is meant to express the approximate appearance of the various ranges.

The terrain symbols represent relative changes in grade, and depict only the larger features of a given variety. Small lakes and streams, the rolling countryside, mountain foothills, etc. are not given distinct coverage. Elevations vary considerably, and what appear to be hills in one area may actually be higher than mountain uplifts elsewhere. With respect to the high plains around them, the former heights are hilly.

Mountain Ranges

Western Middle-earth's highest mountain range is the Misty Mountains, an uplift created in part by Morgoth's shenanigans in the days when the Elves were just awakening. They are an excellent example of the power of the secondary forces that helped shape the land. Their overall height is

4.0 GEOGRAPHY

J.R.R. Tolkien's Middle-earth was a largely undefined continent in both geographical and cultural terms. What was thoroughly documented was the scene for the events that dominated the whole "life" of the land mass and its inhabitants - the struggle against Darkness centered in the Northwest; it was in that area that those of greatest power came to clash.

The undefined lands and their inhabitants are largely unknown. What is mentioned of them consists of brief, scanty references relating to the "vast East," or creatures and men "from the South," etc. We do know that the mûmakil (elephants) came from the reaches south of the great desert (beyond that area of the Haradwaith) and necessarily came from an ecological niche conducive to their survival. Thus, we can reconstruct the region utilizing geological and meteorological patterns. There was a relatively lush region beyond the desert to the south of "Far Harad" which can be explained due to the weather patterns blocked by an intervening mountain range. Many of the Dark Lord's men came from the area, and its coast was explored and/or colonized by the great captains of Númenor.

We know the Elves came out of the East and that a great number of their kind passed to the West during the First Age. Their journey led them to the northwestern area of Middle-earth. Later, mannish groups such as the Balchoth and Wainriders (both labels attached to migrating folk by the men of the West) came out of the East. They were from regions beyond Rhûn and were probably under pressure from groups further east. Geographical considerations channeled them into the territory of Rhovanion and lands immediately north of Mordor. Thus, we can begin to get a picture of expansive eastern territories beyond Rhûn whose geography (1) may have funneled groups through Rhûn and toward Rhovanion; and (2) accounted for

apparently unparalleled, although specific areas of the White Mountains and the *Orocarni* (Q. "Red Mountains") of the East reach to equatable heights. The width of the Misty Mountains is modest, but the foothills stretch westward for many leagues.

Both the Misty Mountains (S. "Hithaeglin") and White Mountains (S. "Ered Nimrais") are snow capped year round. This is more a factor of height than weather in the latter case. The cold combines with the high elevation to keep the Hithaeglin's snow fields large, and allows for glacial activity in the northern reaches. Mordor's mountains — the *Ered Lithui* (S. "Ash Mountains") and the *Ephel Duath* (S. "Fence of Shadow") — are without snow, for they are both low and beside warm lands. An associated range, the *Ered Ormal* (S. "Mountains Hot-gold"), also presents a low profile and receives no snow; however, its location astride natural weather patterns allows it more rainfall (mostly on its eastern side). The *Ered Luin* (S. "Blue Mountains") and the *Ered Mithrin* (S. "Grey Mountains") are also low chains, but their latitude and proximity to the cold weather (a legacy of Morgoth) allows them to retain snow.

Most mountain ranges have a steep side and an opposing gentle incline. On the side with the severe face, hills are less prominent, and the peaks drop quickly onto gentle lowlands. Foothills mark the more hospitable descent on the opposite side. Runoff from the rains and snows occurring in the heights normally sweeps down the gentle slopes, since the divide is located along the mountain spine, and is generally very close to the base of the steep face. The largest highland surface area is on the side where the topography is kindest.

Both the Blue Mountains and Mountains of the East are remnants of ranges which were torn apart by the changing of the land after the First Age. The former chain once formed the east wall of *Beleriand*, and separated those now sunken lands from the expanse called *Eriador*. In the East, the *Orocarni* once stretched across a land with a gentle shoreline; it rose eastward above the Inland Sea of *Helcar*. These mountain ranges now have large passes and gaps, some of which seem to defy their original plan. Indeed, the Gulf of Lune cuts through the Blue Mountains and drains part of *Eriador*.

The regions of principal volcanic activity are: (1) Mordor, where many of the mountains owe their origin and black appearance to volcanoes; (2) certain areas of the Central Range; and (3) the scattered peaks and highlands of the Far North, where once laid the *Ered Engrin* (S. "Iron Mountains") of old. Nearly all the precipitous terrain of the North, including the Grey Mountains, once was connected to the Iron Mountain chain. This region remains violently active, for it is the bequest of Morgoth that no land touched by him shall be easily renewed.

4.3 THE WATER

Endor is a large continent and is naturally endowed with well-watered areas, particularly where the climate and topography join to frequently replenish the land. No region is absolutely devoid of rainfall, and even the particularly dry locales in Mordor or the middle of the Great Desert are crossed by wadis or channels cut by sometimes violent periodic streams.

Inland Water

During the Third Age the Sea of Rhûn is the largest inland body of water in all of Endor. It is a small freshwater sea set in a low, wide basin, with no outlet to the oceans; higher surrounding lands channel its waters. (Although it contains some salt, it is exceedingly potable.)

GMs studying the map showing drainage regions will note that there are a number of land-locked lakes in the high plains of eastern Middle-earth. Generally, however, the fresh water makes its way down to the two seas adjacent to the continent: the *Belegaer* (S. "Great Sea") to the west, and the *Ekkaia* or Encircling Waters to the east, north, and south. The two principal rivers — the *Anduin* (S. "Great River") and *Talathrân* (S. "Plains Course") — flow southward and northward, respectively, largely because of a highland spine that runs southeast across Endor. They drain the bulk of the deep interior. Of all the rivers, the *Anduin* is the mightiest, considering its length, volume, and importance as a geographic barrier. All others should be measured by it.

Saltwater lakes normally occur where the weather is warmer; there evaporation is relatively quick and the water holds more salt. Naturally, salt deposits located close to the land surface are also a significant determinant. The Great Desert, and the surrounding *Harad* lowland holds a number of small briny lakes, although most are intermittent. *Nurnen* in Mordor is the largest body of saltwater in Middle-earth.

The Oceans and Coastal Waters

As noted above, the waters surrounding Middle-earth are traditionally

categorized as part of either the *Belegaer* or the *Ekkaia*. The *Belegaer* contains all the seas separating Endor from Aman, and therefore touches only the western shores of the Middle Continent. All the other seas are considered sections of the *Ekkaia*. Local groups have their own labels for the ocean, and the Númenorean maps employ names for the individual seas, so the terms *Belegaer* and *Ekkaia* can be viewed as generalized collections of lesser salt water bodies. The GM may wish to discuss the oceans in terms of groupings of smaller regional seas. The Elven labels for the three compass-based areas of the *Ekkaia* are: *Forogaer* (S. "North Sea"), the equivalent of the *Khelegaer* (S. "Icy Sea"); *Gaer Rhûnen* (S. "Sea of the East"); and the *Haragaer* (S. "South Sea").

Keep in mind that the cataclysms accompanying the passing of the Spring of Arda and the end of the First Age (see 6.12) radically changed the coastline of Middle-earth. All of this activity helps account for the rugged nature of the coastal landscape. The first tumultuous event marred the northern and southern shores, for the destruction of the Great Lamps brought forth awesome forces. In addition, the planned symmetry of the continent was altered during the surrounding struggles between Morgoth and the Valar. Later, the whole of the north coast was ripped apart by the War of Wrath and the last fall of the Black Enemy. Northwestern Endor — including *Beleriand* and Morgoth's domains in and beside the Iron Mountains to the north — sank beneath the sea. Much of this region forms the new continental shelf. The strait called *Helcaraxë* (Q. "Grinding Ice") widened, allowing ice-free passage from the *Belegaer* into the northern *Ekkaia* during the warm months of summer. In the Northeast, the ancient Inland Sea of *Helcar*, by the Elven birthplace of *Cuiviënen*, was caught up in the turmoil, and is no longer; for the most part, it became part of the ocean.

The currents around Endor are difficult to generalize. A basic clockwise pattern dictates most of the flow, but this rule is disrupted by significant localized counterclockwise currents in the southwest and above the northern coast. A counterclockwise ocean channel also strikes the shores near the western cape of *Andrast*, helping to account for that area's terrible storms.

As water becomes colder, it gets denser: it retains less salt and pushes under the warmer water it encounters. Therefore, the northern *Belegaer*, which receives more cold currents, is a fresh, cool sea even where warm surface streams predominate. The clash of warm and cold flows also result in terrific underflows and interesting whirlpools.

GMs will find the accompanying chart illustrating prevailing winds and ocean currents to be an invaluable aid for delineating coastal and high sea trade routes.

The Great Desert

The vast desert region of *Harad* is an amazingly dominant feature, for it seems to have contributed heavily to the isolated nature of the well-documented West. Its character is akin to those deserts able to support limited, but not insignificant populations (trade and settlement are evident even in deep areas); nonetheless, it is an unkind expanse. In the eastern foothill areas alongside the mountains the land can support fair numbers, and the coastal refuges of *Umbar* and some of the southern bays frequented by the men of Númenor embrace fine town and port sites. Some of Sauron's great mannish servants no doubt hailed from the region. On the south side of the desert the Mountains of the South rise abruptly from the plain, leaving few major river systems or fine, moderate hill sites.

The Forests

The primary forest of old, of which Mirkwood and the Old Forest were a part once covered much of Middle-earth. Certainly the whole of the West was blanketed by the trees. It was a dense, mixed forest whose offspring seem to lean toward specialization (e.g. oak woods in one area, beeches elsewhere), but retain a varied character. Thus, one finds generally mixed forest throughout a band covering the central two thirds of the non-arid reaches of Middle-earth. The extensive taiga (coniferous forests) of our world are absent except in the far northeastern sections of the continent. This is due to the extreme cold that reaches far southward along most of the northern frontier, an artificial and/or almost enchanted situation which is a legacy of Morgoth's foul hand. Some regions normally covered by great conifers in Middle-earth were beset with perpetual cold. This plight was lessened when there was an absence of active malevolence (e.g. when Angmar was dormant), but remained a fixture.

Mirkwood is represented as a pine forest, although it is mixed in most all of the lowland areas. Tremendous stretches of pine and spruce, together with a heavy mix of needleleaf evergreens in areas where there are deciduous trees, have resulted in the use of the fir symbol. This is also the area where secondary forces are strongest; Sauron's influence has given it its new name.

In the Far South, beyond Harad, the Great Desert, and the Mountains of the South, live the *mûmakil* or "oliphaunts." Their homeland, and indeed all the nearby area, is interspersed with mixed forest and jungle, the latter tending to be products of the humid, well watered lowlands.

The Plains

Plains predominate in much of the East, North, and South. The central continent is relatively unbroken, and adds to the isolated character of the West. Extremely fertile areas may be present, but the limited technology of Easterlings made agriculture a true adventure. The region called Rhûn is obviously well-watered and is an obvious site for at least occasional settlement, but it is still relatively insulated by expanses of high coarse grass or (as in the case of the area just north of Mordor) semi-arid plain. Grassy plains of varying types extend across the East between the central and eastern highlands. Northern tundra and ice plains lie north of the broken ranges that mark the polar boundary, as well as across the so-called "northern wastes" (occupied by, and also referred to as, Forodwaith).

Central Mordor is divided into two plains: *Gorgoroth*, which is actually a high and broken plateau, and *Nurn* and the reaches surrounding the sea of *Nurnen*. West and northwest of Mordor there are no great expanses of true plain; rather, the unforested lowlands are generally broken by rolling hills and occasional wooded stands. Before the great depopulation of these areas, much of the land was cultivated. Many of the hills are rather treacherous and extreme in their features while others, such as the "downs" found in Eriador and the Wold, are relatively gentle.

5.0 CLIMATE AND WEATHER

The climate of Endor is a combination of natural and secondary powers. For specifics, the GM should refer to the climate and topography maps. There are, however, a few basic continental trends:

- 1) **WINDS** — Most are **westerly**, sweeping out of the West and the Belegaer. They begin traveling toward the Northeast as they leave the ocean; then they are, so that by the time they reach the Gaer Rhûnen, they are heading toward the East or Southeast. Cold **northerly** winds come out of the Far North, and push southward as far as the Grey Mountains and the northern plains region. A third group of winds, the **northeasterly trades**, originate in the southern interior and push southwestward, clashing with, or sometimes paralleling, the usual westerlies.
- 2) **MODERATING FORCES** — The winds coming off the oceans bring moisture and moderation to the lands of Middle-earth. As one leaves the coasts, temperatures become harsher, accentuating normal regional trends. In the East this variation is more extreme, for the winds driving through the interior have generally traveled a considerable distance. Local coastal breezes still moderate the climate of the shores, but the prevailing westerlies and presence of the mountains keep these winds from penetrating into the interior.
- 3) **TEMPERATURE CURVES** — Generally, northern latitudes enjoy a wider variety of seasons, and have more radical temperature shifts over the course of a year. As one moves south, the degree curve gets flatter, with uniformly higher temperatures varying relatively little from summer to winter.
- 4) **MOUNTAIN INFLUENCES** — In highland areas the surface air is naturally at a higher altitude. This results in a cooling of the air, and condensation occurs; warm air holds more moisture. Whenever a moisture-laden air flow reaches a cooling belt, precipitation results. For this reason, mountain areas that stand in the path of wet or reasonably moist winds are well-watered. In these places the precipitation usually falls on the windward side. This leaves the leeward side drier, creating grasslands or even desert. In certain cases, however, the leeward face can be even more moist than that facing the wind. Where the drop on windward is sudden, and the mountains are relatively low, the rain may fall near the ridgeline and run off in the leeward direction; there is less horizontal surface area for rain to drop upon where the face is precipitous, and the dew point may be reached only after a relatively long cooling period. When the winds are dry, they may not pick up moisture until they reach a higher altitude, and saturation may not occur until some time afterward.

- 5) **WHERE AIR MASSES MEET** — Along mid-latitude areas, warm air masses from the South meet the cold air of the North. The result is a series of rotating weather patterns which move west to east, in keeping with the prevailing winds. Weather fronts move accordingly: **warm fronts**, with warm, light summer showers; harsh, stormy **cold fronts**; and **occluded**, or grinding, jawlike fronts, which result in long winter-time rains and snows.
- 6) **THE EFFECTS OF SECONDARY POWER** — Morgoth and Sauron have had profound effect on certain areas of Middle-earth. In the Far North, the Black Enemy left a legacy of everlasting cold by denuding, and then enchanting, the land. Cold polar winds sweep farther south than would otherwise be expected, and only the volcanoes and polar sea breezes have any moderating influence. Sauron, on the other hand, has produced two approaches to the perversion of climate: in Angmar his hand has increased the cold that already besets the northwestern Misty Mountains; in Mordor, driving heat combines with bizarre freezes. In both cases, the air has been depleted of much of its precious life-giving quality. Awful fumes and corrosive smoke add to the plight in Mordor, particularly on the plateau of Gorgoroth.

6.0 ENDOR, AN OVERVIEW OF NATIONS AND POLITICS

This section is devoted to background material for campaigns run in Middle-earth. The timeline in 4.1 covers events in the West or "Great Lands," while 4.2 involves a generalized discussion of the rest of the continent.

6.1 A HISTORICAL OVERVIEW OF THE WEST

The following is an abbreviated timeline which covers certain significant events as recorded in Elven tales or the histories of the Free Peoples. That which took place before the Count of Time is discussed in past tense.

6.11 BEFORE TIME

Before Time there was nothing but *Eru*, the One. From his thought came the Holy Ones, servants, of whom the *Valar* and *Maia* are best known.

The kindred of the Holy Ones gave birth to a Great Song which filled the Void and was the next creation of Eru. From the Song came *Eä*, all that is of the heavens and the world. Fate was also drawn from the Song, and the beings that would fill the world were deemed tied to the Music and to a fate so drawn — except Men, for they were to follow their own course.

One of the Valar, however, saw fit to weave his own thoughts into the patterns set down by Eru, and there was great discord. The One became displeased with the Vala called *Melkor* (Q. "He Who Arises in Might"), the one we now call "*Morgoth*" (S. "Black Enemy").

Eru envisioned his children and spoke to the Holy Ones of their coming. A place was to be made for the Elves and Men. So arose a need for *Arda*, and many of the Holy Ones set about the work of shaping the Earth. Those who did so are now called Valar, and of them, Morgoth was the greatest. From Morgoth's desire came Evil, and a war was fought over the shaping of the new land. That which was to be temperate and symmetrical became varied, although Arda remained essentially circular and flat.

6.12 THE FIRST AGE

The beginning of the First Age is considered by some to begin with the creation of the Light of Arda.

The Spring of Arda: the Years of the Lamps

Morgoth's discord was stayed for a time, and during the respite the other Valar sought to fill the new land with light. Two huge lamps wrought by the smith *Aulë* were set upon great pillars in the Encircling Sea. *Iluin* stood to the north, and *Ormal* to the south, and both were beside the middle continent of Endor. They illuminated the land, and plants and beasts began to fill Arda with a quieter song. Still, the Elves and Men slept.

The Valar (who now excluded Morgoth) made their home on the isle of *Almaren*, in the wide lake that sat in the midst of Endor. While they resided in peace, their enemy Morgoth began delving deep beneath the North of Middle-earth, carving vast caverns out of the hollows of the rock. He called his lair "*Utumno*". There, at the edge of *Iluin*'s reach, Morgoth dwelled; there he built a great host of monsters from those beasts of Arda he was able to pervert. Spiders were bred for the first time, and a number of evil *Maia*, notably the Balrogs, joined in the rebellion.

When the other Valar had relaxed their vigil, Morgoth struck. He tore down Ormal and Illuin. There began a slaughter of those poor animals that escaped the rising of the Sea and the engulfing flames unleashed from the broken Lamps. Middle-earth was forever marred, for the Valar's dream of symmetry was destroyed in the wake of the flood. Almaren was no longer.

The Valar responded with a vengeance and assailed the Black Enemy's army. *Manwë*, Lord of the Valar, called forth his brethren, forcing Morgoth to flee into Utumno under the cover of the awful darkness. The terrible hold remained safe, since the Valar were hard pressed to restrain the destruction above.

The Rise of Aman

When the cataclysm ended, the Valar left Middle-earth and established their new home in the westernmost lands of Arda, the blessed Aman. Behind the highest of all mountains (the *Pelóri*) they built their Blessed Realm; and Aman embraced, from that time on, the Undying Lands of *Valinor*. Morgoth was left to walk the crippled wilds of the reshaped Middle Continent. Only the stars set in the sky by *Elbereth* ("Varda") lit the land.

When Valinor was complete, and the beautiful city of Valmar (Valimar) had been finally established, a new gift from Arda sprang forth. In the mound of *Ezellohar*, outside the western gates of the Valar's city, two saplings sprouted. Nurtured by the Valar, they grew and flourished, and began to glow with a fabulous light which waxed and waned in a staggered dance. The light filled Aman, and the Two Trees — the White *Telperion* and *Laurelin the Golden* — marked the twelve hour Valinorian day with the flow of their light. Their first full day began the Count of Time.

The Years of the Two Trees

The following are the major events after the birth of the Count of Time, in rough chronological order:

- Countless years pass. All the while, Morgoth rebuilds his armies and renews his attempts to seduce the Valar. It is at this time that one of the most powerful Maiar, *Sauron* (S. "*Gorthaur the Cruel*"), joins the Evil.
- The Vala *Aulë* (the Smith) creates the *Khazâd* (Dwarves) from earth and stone, and he begins to teach them and give them speech. Eru intercedes, since the Dwarves were not according to his plan; *Aulë's* Children are allowed to live, but they are cast into a deep sleep. The Elves would be Firstborn.
- The Vala *Yavanna* (Q. "*Giver of fruits*"), spouse of the Smith *Aulë* and "Queen of the Earth," renews the planting and growth of the living things in Middle-earth. The *Ents*, or "Shepherds of the Trees" first walk the land.
- By *Cuiviénen*, in the northeast of Middle-earth, the Elves awaken. They call themselves "*Quendi*," for they speak with voices unlike all the other *kelvar* (S. "*growing things that move*"). Of all the Free Peoples, they are the Firstborn.
- The Seven Fathers of the Dwarves awaken. Their tribes divide and go their separate ways.
- The Elves begin to explore the land around their birthplace and develop language. Meanwhile, the Valar are unaware of their awakening. Morgoth discovers their presence and seeks to waylay them. He instills in them a fear of the other Valar.
- On one of his journeys across Endor, the Vala *Oromë* (the Hunter) realizes that the Elves have awakened in accordance with Eru's prophecy. Many of the Elves, however, are filled with dread when they first encounter him.
- Orcs are made by Morgoth from the captive or evil Elves that find their way to the breeding pits of Utumno. Morgoth continues his quest to enslave Eru's Children.
- Morgoth builds a huge fortress in the Northwest of Middle-earth; it is called "*Angband*" (S. "*Iron Prison*"), and designed to "protect" Endor from the Valar of Aman. Sauron, the Black Enemy's chief lieutenant, commands the underground complex.
- Yavanna and Oromë convince the Valar of Morgoth's plan to seduce the Elves and rule Endor.
- The **Battle of the Powers** brings the Host of Valinor back to Middle-earth. They drive Morgoth into Utumno and place a guard on Cuiviénen. Utumno is besieged and razed; Morgoth is captured and chained by the Vala *Tulkas*. The Black Enemy is imprisoned.
- Prodded by Oromë, the Elves send envoys to Valinor, led by the brothers *Olwë* and *Elwë*. The envoys return and tell their brethren of the wonders of Aman.

- The Three Kindreds of the *Eldar* — the *Vanyar*, *Noldor*, and *Teleri* Elves — begin the **Great Journey** westward in search of the light of the Two Trees and the shores of Aman. Those Elves unwilling to make the journey become known as the "*Avari*" (Q. "*Refusers*" or "*Unwilling*"); they will become known as the various groups of "*Silvan Elves*."
- Part of the *Teleri*, the *Nandor* under *Lenwë*, remain east of the Misty Mountains and move south along the Anduin.
- The Three Kindreds arrive in Aman. The Vanyar are the first to land in Aman. They are followed by the Noldor.
- The *Teleri* remain in Middle-earth for a time, but most finally complete the journey. This group becomes known as the Sea-elves. They are led by *Olwë*.
- Another group remains in Middle-earth with their lord *Elwë*. A romance with the Maia *Melían*, and a love for the land of Beleriand, make *Elwë* stay. Those who remain with him become known as the *Sindar* (Q. "*Grey-elves*"), and their lord adopts the name "*Elu Thingol*." He weds *Melían* and founds the Kingdom of *Doriath*. One of Thingol's greatest followers is *Círdan* the Shipwright.
- All Three Kindreds first settle in the eastern coastal realm of *Eldamar* (Q. "*Elvenhome*"), an area separated from Valinor by the *Pelóri* Mountains. *Tirion* becomes the city of the Noldor, while the *Teleri* choose *Alqualondë* by the sea. The Vanyar later wander into the westward into the mountains and the bright land of Valinor.
- The *Sindar* of Thingol first meet the Dwarves (Kh. "*Khazâd*"; S. "*Naugrim*"), as the latter begin crossing the Blue Mountains (S. "*Ered Luin*").
- *Rúmil*, a Noldo of Tirion in Eldamar, develops the first writing system, and records the first history.
- The Noldor create a number of great works and become proud. One, *Fëanor*, revises *Rúmil's* script; he also makes great strides in the making of gems. It is Fëanor who first calls Melkor "Morgoth."
- Morgoth repents, although in his heart he plots escape. The Valar believe his apologies and, after "three ages" in the *Halls of Mandos*, the Black Enemy is released. *Manwë* pardons him before the gates of Valmar.
- An uneasy period passes, during which Morgoth walks Valinor under the suspicious gaze of *Tulkas*, the Vanyar, and *Ulmo* (Q. "*Pourer*"), the Lord of Waters. Morgoth teaches the Noldor and many succumb to his pleasing ways.
- Fëanor creates the three *Silmarils*, nearly indestructible jewels that embody and preserve the light of the Two Trees. They are the most precious and powerful of all the Eldars' creations.
- The Noldor, persuaded of the Valar's lust for the *Silmarils* by the lies of Morgoth, arm and begin to speak of rebellion. *Finwë* — the Noldor Lord, and father of Fëanor and *Fingolfin* — informs the Valar of his people's plight.
- Morgoth attempts to steal the *Silmarils* from Fëanor's home in Tirion through guile, but is driven away.
- The Valar realize Morgoth's plans and believe he has left for Arda. They place a watch to the north of Valinor and Eldamar. In reality, however, Morgoth assumes a disguise and sneaks to *Avathar* in the southeast of Aman. There, in the darkness land in all the world, he encounters the evil demon *Ungoliant*.

The Long Night (Sunless Year)

- Morgoth conspires with *Ungoliant* to destroy the Two Trees. The hideous demon assumes a spider shape, and under cover of her *Unlight*, the two slip into Valinor. Morgoth wounds the trees with his spear, and their sap spills forth. *Ungoliant* sucks up the sap, poisons the Trees and drinks dry the *Wells of Varda*.
- Morgoth breaks into *Finwë's* treasury at *Formenos* in the northeast of Aman. He steals all its wealth, including the three *Silmarils*, and then slays *Finwë* himself.
- As the Two Trees perish, Morgoth and *Ungoliant* flee across the icy straits of the *Helcaraxë* and into Middle-earth. The *Unlight* stays the pursuit. Valinor is Darkened with a night unparalleled.
- The Great Spider makes demands of all the power and light stolen from Aman. Morgoth realizes he cannot elude her and attempts to use the jewels of *Formenos* as payment; the *Silmarils* are withheld, however. *Ungoliant* consumes the jewels and grows. She demands the *Silmarils*. Morgoth is threatened and calls forth a guard of Balrogs, who drive *Ungoliant* southward.
- Fëanor claims lordship over the Noldor, for he is the eldest survivor of *Finwë*. His sons join him as he arouses the Noldor; they all swear vengeance against any who would seek to covet the *Silmarils*. Fëanor's

brother Fingolfin, and the latter's second son Turgon, try to cool their fellow Noldor, for they seek no break from the Valar. Fëanor's host prepares to go to Endor. Tempers rise and a kin-slaying looms. Fingolfin's first son, *Fingon*, urges his father to join Fëanor and march on Morgoth. Fearing a sundering of the Noldor, and seeing that the majority of his own people concur with Fingon and the Fëanorian faction, Fingolfin agrees to lead his people back to Middle-earth. Finwë's third son *Finarfin* attempts to remain neutral, but reluctantly takes part in the quest.

- The Host of the Noldor move northward out of Eldamar. Matwë's messenger cautions against the expedition, for the Valar predict doom. Nonetheless, only a few Noldor remain in Tirion. Fëanor's force departs first; Fingolfin follows with the greater part of the people. Finarfin and his first son *Finrod* bring up the rear, allowing Fingolfin to command their contingent. Fëanor wearies, however, and his hatred of Morgoth drives him to seek a quicker route than that across the northern straits of the Hecaraxë.
- Fëanor diverts his force and marches to Alqualondë. There he asks *Olwë*, King of the Teleri, to join him and allow the whole of the Noldor to set sail on the White Ships. Olwë refuses, for he trusts the Valar and has never listened to the crippling words of Morgoth. Fëanor's Noldor attempt to seize the ships by force, but are beaten back by the Teleri. Fingolfin's host arrives in mid-battle and fall into the fray on behalf of their brethren. Not knowing the reason for the kin-slaying, the elite of Fingolfin's army turns the tide. The Noldor head northward along the coast of Aman, some by land and others by sea.
- A huge storm brought on by an angry sea destroys a number of the White Ships, but the majority of the Noldor survive. The Valar prevent any of their followers from barring the passage of the rebels, and the Noldor are spared from destruction at the hands of Ulmo or any of the other great water lords.
- At the edge of the cold expanse called *Araman*, the Noldor encounter a dark figure who calls to them with words of warning. This is the **Prophecy of the North**; as before, great pain is predicted, and some hold that Manwë himself is the doomsayer. Fëanor reacts with passion and sets sail eastward across the *Belegaer* (S. "Great Sea"), leaving the hosts of Fingolfin and Finarfin on the rocky shores of northeastern Aman. The sorrowful Finarfin returns to Tirion (where he is forgiven, and remains to rule the Noldor of Aman). Fingolfin perseveres; his people continues their journey to Middle-earth.
- Morgoth builds his new kingdom in the *Ered Engrin* (S. "Iron Mountains"). He delves into the landscape beneath the peaks, strengthening the subterranean complex of *Angband*. From the slag and debris drawn out or involved in the completion of Angband, he builds the mountain-fortress of *Thangorodrim*, a terrible triad of uplifts which sat over the main gate to the Black Enemy's underground home. At least twelve lesser gates to Angband were cut into the southern side of Thangorodrim.
- The Noldor arrive in Middle-earth.

The Years of the Sun and the Moon

This period is marked by two wars between Morgoth and the Free Peoples. Five major stages or "Battles" occur before the end of the long first war. The second conflict, the War of Wrath, is a continuation of the first contests and involved one Great Battle.

- **The First Battle:** During the Flight of the Noldor, Morgoth strikes into *Beleriand* in northwestern Middle-earth. The Sindar kingdom of Thingol repels the Black Enemy's eastern armies with the aid of the Nandor Elves of *Denethor* (son of Lenwë) and the Dwarves of the Blue Mountains. *Círdan's* coastal Sindar are besieged by the western host of Morgoth.
- While the Elves of Fëanor sail eastward, and Fingolfin's folk make their way across the cold wastes of Araman and the Helcaraxë, the Valar seek to preserve what they could of the light of the Two Trees. Aulë places the last flower of Telperion in a vessel, thus creating the Moon.
- The Valar place the Moon in the sky in order to guide the way of the noble Fingolfin and reduce Morgoth's terrible darkness. The Moon first rises during the night of Fingolfin's arrival in Middle-earth.
- After the Moon has risen seven times, a new "star" appears in the sky. It is the Sun, created out of the last fruit of Laurelin, and it ascends on the day Fingolfin enters Mithrim.
- Men (Q. "Atani;" S. "Edain") awaken at *Hildórien* in eastern Middle-earth. They are called the Secondborn and begin spreading to the north, south, and west.

- **The Second Battle (*Dagor-nuin-Giliath*, or "Battle under Stars"):** Morgoth sends another host westward to meet the Noldor Elves marching through Mithrim. He desires to destroy them before they can establish any hold in Endor. The Noldor defeat the main orc army, and turn on the reinforcing groups that abandon the siege of *Círdan's* Sindarin. Fëanor's Noldor army drives the orcs across the plains of *Ard-galen*, and toward *Thangorodrim*. The orcs turn on their pursuers, and reinforced by a group of Balrogs, stop Fëanor, and slay the High King. Fëanor's sons turn the tide, but the battle proves indecisive; still the orcs retire and the Noldor are able to join their Sindar brethren in *Beleriand*. Fingolfin becomes High King of the Noldor.
- Men first encounter the "Dark Elves," a Silvan (Avari) group found in the Far East. Morgoth also learns of mankind's coming, and he sets out to seduce them. Many fall under the spell of Darkness, fearing or worshipping the Black Enemy.
- The Noldor settle throughout *Beleriand* in the northwest of Middle-earth. The Sindar under Thingol and *Círdan* still maintain their own kingdoms along the coast and at *Doriath*, respectively.
- About fifty years after the Noldor's coming, Ulmo speaks to Finrod and Turgon about the founding of hidden kingdoms.
- **The Third Battle (*Dagor Aglareb*, or the "Glorious Battle"):** Flames pour forth from the gates of *Thangorodrim*, and a three-pronged assault is launched against the newly founded kingdoms in *Beleriand*. The orcs are utterly defeated and the Elves place a watch on *Angband* and *Thangorodrim*.
- *Glaurung*, the first evil worm and "Father of Dragons," appears. Although still young and only half grown, he drives the Elves away from the vicinity of *Thangorodrim* and south across *Ard-galen*. His pursuit is stayed, and he returns home, having reduced the pressure on *Angband*.
- The Siege and Long Peace of nearly four centuries enables the Elves to build their hidden kingdoms (*Gondolin* and *Nargothrond*) and complete their defensive plans.
- Men appear from the East. The Edain (sing. Adan) houses of *Beor*, *Haladin*, and *Marach* — together with the "Swarthy Men" of *Bór* and *Ulfang* — settle in *Beleriand*.
- **The Fourth Battle (*Dagor Bragollach*, or the "Battle of Sudden Flame"):** An awesome outpouring of flames comes forth out of *Thangorodrim's* gates and engulfs the plain of *Ard-galen* (which is renamed *Anfauglith* or the "Gasping Dust"). The rivers of fire wipe out the watch positions. Balrogs and orcs, accompanied by the grown *Glaurung*, drive southward and overwhelm much of *Beleriand*. Hithium and the hidden kingdoms escape assault, but large areas of eastern *Beleriand* are razed. The Noldor's High King Fingolfin rides to the gates of *Thangorodrim* and challenges Morgoth to mortal combat. He wounds the Black Enemy (who is by now tied to his body), but is killed in the process.
- *Beren*, son of the lord of the first Adan house, "weds" *Lúthien*, the daughter of Thingol and Melian, an Eldarin princess of *Doriath*. She gives up her immortality. Together they go to *Thangorodrim* on a quest for the Silmarils. Lúthien sings a song which, together with the weight of the Iron Crown, puts Morgoth to sleep. Beren cuts a Silmaril from the crown. The two attempt to escape, but Beren is killed.
- The Silmaril is taken by the Dwarves of *Nogrod* and made into the *Nauglamír*, a necklace designed for Finrod son of Finarfin. The necklace changes hands frequently, but finally ends up in *Doriath*, where the princess *Elwing* possessed its beauty. She marries *Eärendil*, mannish son of the lord of the third house of the Edain, and longtime resident of *Gondolin*. The Death of Thingol.
- *Eärendil*, lord of *Arvernien* by the sea and friend of *Círdan*, fathers two sons by *Elwing*. They are named *Elrond* and *Elros*. *Eärendil* frequently sails along *Beleriand's* coast, exploring and seeking word of his lost parents. When his coastal home is assaulted by Elves seeking *Elwing's* Silmaril he is at sea. His wife takes the *Nauglamír* and casts it and herself into the sea; yet the Vala Ulmo changes her into a bird and aids her flight to *Eärendil's* side. Together they sail to *Valinor*, seeking aid against Morgoth.
- **The Fifth Battle (*Nirnaeth Arnoediad*, or "Tears Unnumbered"):** The war continues with *Maedhros*, eldest son of Fëanor, taking charge of the Noldor. Fingon leads a counter-offensive into western *Anfauglith* as part of a coordinated assault with *Maedhros's* eastern army. He is reinforced by *Turgon*, the lord of the hidden kingdom of *Gondolin*. This western army is trapped by Morgoth's armies and awaits *Maedhros's* arrival. *Maedhros* is delayed by spies and traitors, but finally reaches the main battle; he is supported by men and Dwarves. Unfortunately, the betrayal by the treacherous mannish house of *Uldor*

- results in the Elves' defeat. Uldor falls on their rear at the height of the fray, and Morgoth's armies overrun all of northern Beleriand except Gondolin. Turgon's city remains a mystery to the Black Enemy.
- Gondolin's secret location is betrayed; all but one of the passes into its hidden valley (that of *Tumladen*) are revealed to Morgoth. The city is attacked and destroyed by a host of orcs, trolls, dragons, and balrogs. It was the last realm founded by the Noldor in Beleriand. Their Doom is complete.
 - **The War of Wrath** (*The Great Battle*): Sympathy for the pleas of Eärendil prompt the Valar to assemble a great army and sail to Middle-earth. The Noldor of Aman, the Vanyar, and the ships of the Teleri accompany the Host of Valinor. They land in Beleriand and are joined by the mannish Edain. The Elves of Endor, however, do not come forward. Eärendil and a force of Great Eagles led by *Thorondor* are also part of the Valar's army. Thangorodrim and Angband are attacked. Morgoth sends forth an awesome army, but it is defeated. *Ancalagon* the Black, greatest of all the dragons, duels with Thorondor and is slain by Eärendil; the worm's fall levels Thangorodrim. Cataclysmic forces shake the land and Morgoth is vanquished, but much of northwestern Endor is torn from the continent and perishes beneath the sea. Of all of Beleriand, only two sections of *Lindon* remain. They comprise the remnants of the land west of the Blue Mountains.
 - Morgoth is cast into the Void until the end of time, but many of his servants (e.g. Sauron) escape or are buried deep beneath the land. They remain in the vast caverns that lace the depths of Endor.
 - Eärendil and the Silmaril of Elwing are placed in the sky as the brightest of the lesser stars. The other two Silmarils end up in the waters and beneath the land of Arda. Féanor's sons Maedhros and Maglor, bound by the Oath of their father, refuse to return the recaptured Silmarils to Aman. Each is overwhelmed by the power of the jewel within their possession; Maglor casts his into the Sea, while Maedhros is driven insane and throws himself into a fiery chasm, bearing the Silmaril to his death.

6.13 THE SECOND AGE

The Second Age is marked by two great periods, one before, the other following, the Downfall of Númenor. The events listed before S.A. 1 occur at unascertainable points during the period just following Morgoth's defeat.

For the men of Middle-earth, the Second Age is a dark time. The Edain prosper in the full light of knowledge, but their departure and the exodus of Elves results in a sorrowful decline in mannish technology.

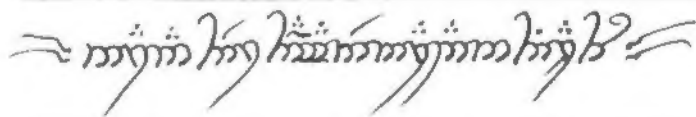
Before the Downfall

The Vanyar and majority of the Noldor return to Aman after the War of Wrath. *Galadriel* (S. "*Lady of Light*") sister of Finrod, marries the Sinda *Celeborn*. He is of Thingol's family.

As thanks for their aid in the War of Wrath, the Valar give the Edain their own island in the Great Sea west of Endor. At the same time, a restriction against travel west to the coasts of Aman is placed on all of mankind; this is the **Ban of the Valar**.

- 1 – The kingdom of Lindon is founded in what is left of Beleriand (Forlindon and Harlindon). The Vanyar and majority of the Noldor return to Aman after the War of Wrath. The Sindar and those Noldor who remain swear allegiance to *Gil-Galad* (S. "*Star of Radiance*"), Lord of Lindon; they acknowledge him as High King of the West. Círdan the Shipwright founds Sindar settlements at the Grey Havens on the Gulf of Lune (S. "*Lhûn*").
- ca. 2-1000 – Sindar migrations result in a great number of the Grey-elves moving to the East. Meanwhile, the Noldor discover *mithril* in the Misty Mountains at *Moria*, in the earth beside the ancestral Dwarven hall of Khazad-dûm.
- ca. 3-40 – Dwarven migrations from the Blue Mountains swell the population of Khazad-dûm. The nearby Noldor of Eregion begin trading with the Dwarves. Unlike the Sindar, the High Elves have little problems interacting with the Khazād.
- 32 – The mannish Edain land on Númenor, a great isle about 300 leagues (900 miles) west of the Cape of Andrast. They become known as the Númenoreans (S. "Men of the West"), and found a kingdom under Elros, mortal son of Eärendil and brother of the immortal Elrond.
- 442 – Death of Elros Tar-Minyatur, first King of Númenor.

- ca. 500 – Sauron resurfaces in Endor.
- 600 – Númenorean ships are first spotted off the coast of Middle-earth.
- 600-1200 – Númenorean explorers sail along the coasts of Middle-earth, and travel up a number of major rivers in the East and South. Their voyages touch nearly every shore. They instruct them in the ways of agriculture and building.
- 750 – Following a significant influx of Elves from Lindon, a Noldor kingdom is founded in Eregion. Galadriel and Celeborn are the most prestigious residents, but one of their compatriots, *Celebrimbor* (S. "*Silver Hand*") becomes master of the smiths. Celebrimbor works closely with his Dwarven counterparts.
- ca. 800 – A large group of Sindar migrate out of western Eriador and enter Eregion. They are led by *Thranduil*. Relations between the Sindar and Dwarves of Khazad-dûm are cool, however.
- ca. 850 – Thranduil's Sindar leave Eregion and cross over the Misty Mountains. For a time, they settle among their kinsmen in *Lórinand* (those Sindar once called Nandor).
- ca. 950 – Thranduil's Sindar cross the Anduin and move northward through Greenwood the Great. They settle among the Silvan Elves of northern Mirkwood, and Thranduil becomes King of the Woodland Realm.
- ca. 1000 – Sauron secretly occupies Mordor and begins work on *Barad-dûr* (S. "*Tower-dark*").
- 1200 – The first Númenorean havens are established along the western coast of Endor. Sauron takes on a fair guise, and as the "Lord of Gifts," attempts to win the favor of the Eldar. Gilgalad mistrusts him, and refuses to deal with the Evil One. The smiths of Eregion, however, are seduced by his knowledgeable ways and wondrous gifts.
- 1200-1500 – Númenorean fleets begin building towers and havens all along the southern, eastern, and southwestern flanks of Middle-earth. Sauron instructs the Elven smiths of Eregion in new ways of forging.
- ca. 1350-75 – Sauron persuades the smiths of Eregion to rebel against the restraint of Galadriel. Celebrimbor, desirous of rivaling the skills of Féanor and coveting craftworks in the way of Dwarves, becomes "King" of Eregion.
- ca. 1375 – Galadriel enters Khazad-dûm and journeys through the Misty Mountains to Lórinand. There she founds the Kingdom of *Lórien*. Many Noldor follow her, but Celeborn remains.



- ca. 1500 – The Elven smiths of Eregion, now at the height of their power, begin making the Rings of Power; Sauron's clever suggestions begin to take form.
- ca. 1500-80 – A number of greater and lesser Rings of Power are forged. Sauron returns to Mordor.
- ca. 1590 – Celebrimbor completes the three greatest Rings.
- ca. 1600 – Sauron secretly forges the One Ring in *Orodruin* (Mount Doom), placing a good deal of his own power into its making. As Sauron places the Ring on his finger, Celebrimbor realizes the truth. The Elves avoid wearing the Rings, and escape his immediate grasp. With the One Ring, Sauron completes the fortress of Barad-dûr; its foundation is forever tied to the Ring's destiny.
- ca. 1601 – Sauron demands that the Elves hand over the Rings of Power and they refuse. Celebrimbor goes to Lórien to seek advice from Galadriel. There he gives her the great Ring *Nenya*, one of the Three.
- 1693 – War between the Elves and Sauron begins. The other two of the Three Rings are sent to Gil-galad in Lindon; there they are hidden. Elven emissaries are sent to Lindon, seeking aid against Sauron's orc armies.

1695	— Sauron's host invades Eregion. Gil-galad sends Elrond son of Eärendil (brother of the deceased Half-elf Elros) to aid Celebrimbor.	3175	— <i>Tar-Palantir</i> (Q. "Far-sighted") ascends the throne of Númenor, and attempts to stay his people's rebellion against the Valar and the Elves. He supports the views of the Faithful, but his younger brother, nephew (Pharazôn), and the majority party (the "King's Men") oppose him. Civil war erupts.
1697	— Celebrimbor is killed and Eregion falls. Sauron fails to secure the Three Rings, but still manages to seize sixteen other Rings of Power. (The location of the Seven given the Dwarves was only secured after Celebrimbor's torture.) Elrond and Celeborn retreat with the remaining Noldor, abandoning Eregion. The Dwarves shut the gates of Moria. Elrond founds <i>Imladris</i> (Rivendell) as a refuge. Celeborn goes to Lórien with a number of Noldor refugees; there he fortifies the realm against Sauron.	3255	— A weary and saddened Tar-Palantir dies and leaves his daughter <i>Míriel</i> the throne. She becomes Tar-Míriel. Unfortunately, she is forced into a marriage with her cousin Pharazôn. Her husband quickly declares himself King, calling himself <i>Ar-Pharazôn</i> (A. "the Golden").
1698	— Galadriel leaves Lórien and goes to Lindon to join Gil-galad's efforts.	3261	— Ar-Pharazôn leads an army across the sea and lands at Umbar with the intention of crushing Sauron.
1699	— Sauron expands the war to all of Eriador, and overruns the region. Sauron discovers that the Dwarves are affected differently than planned; their pride is intensified and greed is spawned, but no immortality is bestowed upon them. The Dwarves do not serve him, and he swears vengeance on all their kind.	3262	— The show of Númenorean arms convinces Sauron to surrender. Sauron is taken in chains to Númenor.
1700	— A great fleet from Númenor lands at Lindon. The men and Elves defeat Sauron; the following year sees Eriador freed.	3262-3310	— Sauron finds favor with the King and corrupts the latter's kingdom. The Númenoreans are convinced that the Ban of the Valar is a ploy to protect the Elven rights to the Undying Lands, and that Aman will give any of its residents immortality.
1701-1800	— Sauron maintains his guard against the West and turns his attentions eastward in hopes on bringing more men into his fold.	3310-19	— Ar-Pharazôn builds the Great Armament.
ca. 1780	— At a council in Imladris, Gil-galad passes the mightiest Elven Ring, <i>Vilya</i> , to Elrond. <i>Amroth</i> , the son of Galadriel and Celeborn, remains in Lórien as master of that realm.	3319	— Led by their King, the Númenorean fleet sets sail westward for Aman; they defy the Ban. The Valar lay down their active guardianship of Endor, and call upon Eru to cleanse the world. Upon setting foot on the shores, the greatest host in the history of mankind was swept backwards into a great chasm that opened up in the sea between Aman and Númenor. Númenor itself is overcome by fire and waves, and only the tip of the highest peak (the <i>Meneltarma</i>) remains dry. All but the Faithful perish. Sauron's body is destroyed. Led by <i>Elendil</i> and his sons <i>Isildur</i> and <i>Anárion</i> , a fleet of the Faithful escape and set out toward Endor. Aman is removed from the plane of Arda as the world is changed; no longer can one sail directly to the Undying Lands and hope to reach a landfall. The immortal Elves reach Aman with the consent of the Valar.
ca. 1800	— The Númenoreans begin to expand the footholds in Endor. New colonies are founded, and many havens become dominions. The first settlers arrive in Gondor, displacing the indigenous lowlanders. Galadriel and Celeborn travel to Belfalas where they reside on the coast. A number of Sindar (Nandor) from Lórien move into the region and settle in <i>Edhellond</i> on the <i>Morthond</i> , where other Nandor had long lived.	After the Downfall	
ca. 1800-2251	— An insidious Darkness creeps into Númenor. The Númenoreans begin to quarrel. Many believe the Undying Lands to be the source of immortality and question the Elven domination of so holy a place; jealousy results in a longing for life in Aman. The Ban of the Valar is opposed. Some begin to see the Elves as enemies, while others remain Faithful. In the reign of <i>Tar-Ciryatan</i> , the Númenoreans begin to exact tribute from the people of Endor.	3320	— Sauron returns to Mordor in a hideous form, for he can never again take fair shape. The Realms in Exile are founded: <i>Arnor</i> is established in northern Eriador, where the ancient Edain once laid down the lords in sacred ground, and the cool hills resembled the highlands of Númenor; <i>Gondor</i> is constructed along the northern shores of the Bay of Belfalas, and quickly reaches up the lower Anduin valley. The <i>Palantiri</i> are divided, and Elendil elects to live in Arnor.
ca. 2000	— The captured Rings of Power are handed out to selected lords among the Dwarves and Men. Seven are taken by the Khazâd, while nine pass into the hands of men. Sauron discovers that the Dwarves are affected differently than planned; their pride is intensified and greed is spawned, but no immortality is bestowed upon them. The Dwarves do not serve him, and he swears vengeance on all their kind.	ca. 3325-3441 (and into the Third Age)	— Most of the <i>Dunlendings</i> and other related mannish groups migrate northward out of the foothills and vales of the White Mountains. Many settle in <i>Dunland</i> , while others move into Eriador or locate along the north-eastern flank of the Misty Mountains. The tower of <i>Orthanc</i> is built by the Dúnedain as a stronghold and link between Arnor and Gondor.
2251	— Outright rebellion against the Elves and the Valar of Aman occurs in Númenor as Tar-Atanamir takes the throne of Númenor.	3429	— Sauron's rebuilt army swarms into Ithilien, sweeping the Gondorian army back over the Anduin. Isildur escapes to Arnor, where he finds aid. Anárion defends Gondor.
ca. 2251	— The <i>Nazgûl</i> first appear in Middle-earth. At least five are Black Númenorean lords.	3430	— Gil-galad and Elendil form the Last Alliance of Elves and Men . Gil-galad gives the Elven Ring <i>Narya</i> to Círdan.
2280	— The haven of <i>Umbar</i> is strengthened and expanded. A great fortress is built, and the port becomes the principal Númenorean base in Endor. Its location is ideal, for it is a well protected harborage astride the coastal land route, and at the junction-point of the main ocean currents between Númenor and Middle-earth.	3431	— The Alliance arrives in Rivendell, and prepares for war.
2350	— <i>Pelargir</i> is built at the confluence of the Anduin and the Sirith. It quickly becomes the chief haven of the Faithful in Endor.	3434	— The Alliance crosses the Misty Mountains and passes over the Anduin. At <i>Dagorlad</i> (S. "Battle-plain"), just north of the gates to Mordor, they defeat the main field army of the Lord of the Rings. Sauron's forces retreat into Mordor. The pursuit lays siege to Barad-dûr.
2899	— <i>Ar-Adûnakhôr</i> (A. "Lord of the West") becomes King of Númenor, takes an Adûnaic name, and begins persecuting the Faithful. Public use of Elvish is outlawed. The next three Kings continue the policy in varying degrees.	3440	— Anárion is killed by a stone cast from the Dark Tower.
		3441	— Barad-dûr is entered. Sauron is overthrown when Isildur cuts the One Ring from the Dark Lord's hand, but both Elendil and Gil-galad are slain in the melee. The Ringwraiths pass into the Shadows. Barad-dûr is razed, but the foundation cannot be destroyed while the Ring exists. Isildur elects to keep the Ring.

6.14 THE THIRD AGE

Since this series concentrates on Endor in the Third Age, the exhaustive documentation of the events in the West during this period is left to the modules covering specific areas. Space does not permit a reasonable account. A proper summary can be found in *LotR, The Return of the King, Appendix B*. A few crucial highlights are listed below for purposes of continuity.

	A watch is placed on Mordor
1 500	A series of migrations results in most of the Eriadoran Northmen resettling in <i>Rhovanion</i> , east of the Anduin
2	Isildur, now King of both Gondor and Arnor, is killed at the Gladden Fields while en route north along the Anduin. All three of his sons perish and the One Ring ends up at the bottom of a riverside pool. The Realms in Evil now split and Gondor begins to pursue more separate courses. For the next millennium, Gondor expands rapidly.
ca. 250-850	Arnor is in general decline. The capital is gradually shifted from <i>Annunimas</i> to <i>Fornost Eran</i> .
490	First Easterling invasion into Rhovanion.
748	Gondor absorbs all the lands east of the Anduin, north of Mordor, south of the Greenwood (Mirkwood), and west of the Sea of Rhûn.
ca. 830	Conflict begins between Gondor and the Black Numenorean Kingdom of Harad.
861	Arnor is divided into three lesser kingdoms: <i>Arthedain</i> , <i>Cardolan</i> , and <i>Rhudaur</i> .
ca. 913	First major Gondorian campaigns against Harad.
933	Gondor takes the Black Numenorean port of <i>Umbar</i> , capital of Harad. Soon thereafter, the lords of Harad lay siege to the city.
ca. 1000	Sauron stirs once again. The <i>Istari</i> (Wizards) are sent to Middle-earth to maintain the balance of things.
1050	Harad is crushed, and Gondor reaches the height of its power.
ca. 1050	The Nazgûl reappear. Sauron resurfaces and goes to <i>Dol Guldur</i> . The Greenwood gradually falls under the Shadow, and slowly becomes "Mirkwood."
ca. 1050-1300	The three Hobbit tribes migrate westward across the Misty Mountains to Eriador.
ca. 1300	The Nazgûl are sighted once again. Their leader, the Witch-king, founds <i>Angmar</i> in the northern Misty Mountains. He plots against Arnor's three successor states.
ca. 1301-50	Rhudaur falls under the Shadow. Dunlendings seize control and ally themselves with Angmar. War between Arthedain and Cardolan and their common enemies Angmar and Rhudaur.
ca. 1400	The Stoor Hobbits recross the Misty Mountains and settle by the Gladden Fields.
1409	Cardolan is overrun by the armies of Angmar. Arthedain barely weathers the assault.
1409-1636	Cardolan disappears.
1432-47	The Kin-strife in Gondor. The rebels flee by sea and seize Umbar, beginning the rule of the "Corsairs."
1600	Hobbits are allowed to settle a part of Arthedain; their fief is called the Shire . The next few decades see a considerable influx of new settlers.
1635-37	The Great Plague , a collection of devastating diseases and pestilences, sweeps through Rhovanion, Gondor, and Eriador. <i>Calenardhon</i> (the northern territories later called <i>Rohan</i>) is gradually abandoned after this time. The tower of Orthanc (Isengard or Angrenost) remains guarded but its use becomes continually less frequent.
1640	The capital of Gondor is moved from <i>Osgiliath</i> on the Anduin to nearby <i>Minas Anor</i> . Osgiliath, already depopulated by the Plague, continues to decline slowly.
1810	Gondor drives the Corsairs from Umbar.
1856-99	An Easterling confederation, the Wainriders , enters Rhovanion and drives the armies of Gondor westward across the Anduin. Gondor abandons its eastern holdings. Northmen refugees gather in the Anduin Valley, north of the Gladden Fields.

ca. 1900-1975	The Northmen of the Anduin Valleys become the <i>Eothéod</i> .
1974	The armies of the Witch-king overrun Arthedain.
1975	The last King of Arthedain drowns in the Ice Bay. An army composed of troops from Gondor and their Eriadoran allies defeats the Witch-king. Angmar falls.
1977	The Eothéod migrate northward to the upper Anduin Valley.
1980	The Witch-king reenters Mordor and gathers his fellow Ringwraiths. The Balrog of Moria comes forth and kills <i>Durin VI</i> .
1981	The Dwarves abandon Khazad-dûm.
1999	Refugees from Khazad-dûm found a settlement in <i>Erebor</i> (the Lonely Mountain).
2000	The Nazgûl besiege the Gondorian mountain city of <i>Minas Ithil</i> .
ca. 2000-2200	Dwarves of Durin's Kindred begin settling in the southern part of the Grey Mountains. They avoid contact with the dragons breeding in the Withered Heath.
2002	The Nazgûl take Minas Ithil and secure its palanir (the Ithil Stone). The place is renamed <i>Minas Morgul</i> . Minas Anor is renamed <i>Minas Tirith</i> (S. "Tower of Guard").
2050	End of the line of the Kings of Gondor and the beginning of the Ruling Stewards . Orthanc is locked and the keys taken to Minas Tirith, only a small hereditary force is left to guard the tower.
2063-2460	Sauron is in the East. The Watchful Peace settles upon northwest Endor. Wolves from <i>Ferodwaith</i> and the northern foothills of the Misty Mountains begin to plague Eriador.
ca. 2460-2510	The <i>Balchoth</i> , another wave of Easterling invaders, assails Gondor and crosses the Anduin at the Lúndepes. Much of Gondor's northern territories are ravaged, but the Balchoth fail to crush the Dunedain's spirit. The invaders are finally defeated at <i>Purth Celebrant</i> when they meet a Gondorian army which is supported (at a crucial moment) by the Eothéod of <i>Eorl</i> . The Eothéod is given the land of <i>Calenardhon</i> , although Gondor retains control of the valley around Orthanc. The Horse-lords rename it <i>Rohan</i> .
2463	The One Ring is found at the Gladden Fields by a Stoor Hobbit named <i>Deagol</i> . His cousin, <i>Smeagol</i> (<i>Gollum</i>), murders him and takes the Ring.
2475	<i>Osgiliath</i> is overrun by an orc army. The population flees westward. Although liberated, it remains a deserted outpost until the end of the Third Age.
2590	The dragons of the Grey Mountains begin to stir, and the Dwarves are driven out of the area. Some of the refugees return to Erebor, while others head east to the Iron Hills.
2758	A Dunlending army out of Dunland invades Rohan and overruns the lowlands. King <i>Helm</i> is driven into Helm's Deep and the citadel is besieged. Meanwhile, Haradrim fleets from Umbar strike at Gondor.
2758-59	The Long Winter results in terrible suffering throughout Eriador, Rohan, and certain parts of Rhovanion.
2759	Helm, last of the first line of Kings of the Mark, dies. A second line of Kings begins. The Dunlendings are driven out of Rohan. <i>Saruman</i> the White is given access to Orthanc and continues his gradual study of, and immersion in, the ways of Darkness.
2770	<i>Smaug</i> , the golden/red dragon comes south out of the Withered Heath. <i>Dale</i> is destroyed, and the Dwarves of Erebor are driven out; they flee to the Iron Hills. The men of Dale take refuge to the south, at <i>Esgaroth</i> upon the Long Lake (Lake Town).
2793-99	The Great War Between the Dwarves and Orcs takes place along the eastern flank of the Misty Mountains.
2845	King <i>Thráin II</i> , King of Durin's Folk is captured by Sauron and imprisoned in Dol Guldur. The last of the Seven Rings of the Dwarves is lost with him.
2850	Seeking <i>Thráin</i> , <i>Gandalf</i> the Grey slips into Dol Guldur. The wizard discovers the true identity of the Necromancer .

- 2885-3019 The Haradrim of Umbar and Harad proper launch a continuing series of attacks on Gondor's coasts
- 2901 Gondorian citizens begin to abandon *Ithilien* and move westward across the Anduin
- 2911-2912 — The **Fell Winter** strikes Eriador and Rhovanion. The White Wolves appear in force. Waters from the melt-off flood the lowlands. *Tharbad*, the last remnant of old Cardoian, is finally abandoned. Trade between Eriador and Rohan/Gondor, already sporadic, all but disappears
- 2939 — Saruman discovers that the One Ring lies near the Gladden Fields and that Sauron has begun searching that area. The White Wizard guards the knowledge.
- 2941 — The **White Council** (composed of the Wizards, Elrond, Círdan, Galadriel, and the other lords of the Eldar) drives Sauron from Dol Guldur. *Bilbo* the Hobbit steals the One Ring from Gollum. Smaug is killed while attacking Fëargaroth. Dwarves reoccupy Erebor and, with the aid of the Great Eagles and Thranduil's Elves, defeat a major army of orcs and wargs at the **Battle of Five Armies**
- 2944 — The rebuilding of Dale is completed
- 2951 — Sauron, now in Mordor, makes himself known and declares his intentions. Dol Guldur is reoccupied by the Nazgûl, and the Dark Lord begins to rebuild Barad-dûr
- 2953 — The White Council meets for the last time and Saruman lies about the location of the Ring. Orthanc is strengthened and refortified
- 2954 — Ithilien is completely abandoned. The Orodruin (Mount Doom) erupts into flame once again
- 3000 — Saruman uses the **Orthanc Stone** (a palantir) for the first time. Using the **Ithil Stone**, Sauron takes a hold of the White Wizard's mind
- 3018-3019 — The **War of the Ring**. Saruman passes from Endor and Sauron is cast out. The One Ring is destroyed; all tied to it are either powerless or destroyed
- 3021 — The Third Age ends. After mid-year the Fourth Age begins

6.2 NATIONS AND POLITICS IN THE WILD LANDS

The black names found on the color campaign map represent the "wild peoples" and their associated territories during the Third Age of Middle-earth. These cultures embrace varying amounts of civilization, and some are certainly more sophisticated than the less noble men who live in the more defined areas of northwestern Endor, so blanket generalizations are difficult and should be carefully considered.

6.21 THE WILD LANDS BEFORE T.A. 1

During the early days of the First Age Endor's history is marked by migrations of Peoples out of the East, for that is where Elves and men first awake. The Avani (Silvan) Elves of northeastern Middle-earth filter down along the coasts and journey through the wild forests of the interior, spreading their culture and gifts. Men multiply quickly and occupy vast areas in a relatively short time. Within four centuries after their awakening, the first mannish kindreds reach the northwestern coast of the continent, and there encounter the Eldar. Southern Middle-earth, being much more remote, is occupied centuries later. Throughout this period, the history of both men and Elves is marked by two principal factors: the continual presence of Morgoth and his servants; and the rise of a wide variety of subgroups, kindreds, tribes, and races. By the middle of the Second Age, Sauron replaces Morgoth as the main secondary power in Endor, and a third influence becomes prominent; the captains of Numenor bring their culture and power to the shores of Endor.

6.211 The Influence of Darkness

Morgoth's Darkness takes hold of many folk during the early days of Endor. His armies are supported by men who worship a multitude of manifestations of ignorance, hatred, and fear. His orcs are bred from the corrupt or perverted Elves, mostly Avani. (The Eldar for the most part escape this terror, and generally hold that orcs are derived from men.) Most of Morgoth's minions migrate northward to participate in the wars against the Eldar and Free Peoples. Others remain roaming in their homelands or along their nomadic courses, respecting power and little else, embarking upon campaigns of conquest. Their reliance on force rather than diplomacy, however, results in continuous infighting and fleeting alliances.

With Morgoth's fall, the sole tie that binds them departs, and the wild kindreds go their separate ways, still warring. Some of the larger groups form tribal confederations and secure considerable territory. Since most begin in the older areas of the Farthest East, their expansions or migrations push their neighbors westward. This process of channeling the weak toward the West or Southwest is also a result of the existence of better organized societies along Endor's eastern coasts. When they are strong, these civilizations resist the invasions of nomadic peoples much more effectively than the thinly spread tribes of the interior.

The rise of Sauron results in the intrusion of another unifying force, and once again a great power is able to gather varying groups together. Some are incorporated into the armies of Mordor, but most simply worship the Dark Lord in some form, serving his wishes and paying tribute.

6.212 The Spread of Peoples

The peoples of Endor are a many and varied folk. With the passage of time some are exterminated or assimilated, but their departure, at least during the early years, is more than offset by the generation of new kindreds and sub-groups. This spread of new tribes and races occurs as some folk leave their brethren and seek new lands, or when the development and expansion of a culture allows for the birth of distinct sub-cultures. New lands, new environments, naturally spawn different approaches and norms. The history of men is thoroughly intertwined with this process, and the populations of men exceed those of the other peoples by the later years of the First Age. The spread of Elves is noticeable and significant, but tails off rapidly with the passage of time.

The Second Age is a period of cultural decline among the men of northwestern Endor, largely because of their relatively high degree of sophistication during the First Age, and the departure to Numenor of the most enlightened Edain group. For the other mannish kindreds, however, there is no such relative decline; most were never given the gifts of their Edain brothers. During the Second Age they expand or migrate, and begin learning new ways in their new homes. The higher population concentrations in the East still force most to move west or south, but this factor becomes less significant as the whole continent becomes settled, and the worth of the land, not its geographic proximity, dictates the number of inhabitants. In the case of the men and Elves of northwestern Middle-earth, some even move eastward.

Those lucky enough to encounter the Silvan Elves enjoy the more exalted influence of the Firstborn, while others build civilizations with the aid of the Numenoreans who establish nearby havens after S.A. 1200. The result is a much wider variety of culture for both men and Elves.

During the three centuries preceding S.A. 2251, another element appears on this scene. The Dark Lord of Mordor begins to become directly involved with the Numenorean politics. Sauron's desire for complete dominion of the world, his respect for Dunedain prowess, and his fear of the Kings of Numenor, lead him to approach carefully chosen Numenorean lords with an offering of the Rings of Power. Naturally, the more isolated colonial lords prove fine targets for his plan. Three "Black Numenoreans" take Rings and, together with six other men, become Nazgûl. The Numenorean lords were already independent in mind, and sought their own avenues of power. Unlike the other greedy or disgruntled masters of Numenor's colonies, they become ensnared in a web of terror far greater than that posed by an avenging fleet from the homeland.

The era S.A. 2250-3319 is marked by a series of revolts and covert separations involving Numenor and her Endorian possessions. Most colonies remain in tow, but others become states unto themselves. Both groups take on the character of nations with their own unique racial and ethnic identities as the years pass, but independence hastens this process. With the Downfall of Numenor, all the old colonies are left to forge their own futures, most survive and, by the end of the Second Age, a varied collection of "successor states" hold sway in a number of coastal and riverine locales throughout Middle-earth's wild lands.

6.213 Numenorean Footholds in the Wild Lands

After S.A. 600, the Numenoreans embark on a series of exploratory voyages to Middle-earth. Since their sailing and ship-building skills reach the highest level mankind has ever known, they have little trouble reaching across the continent, and finding nearly every major landing and navigable entry point. During the next six centuries, they penetrate the interior of the continent by traveling up rivers and inland waterways. There they encounter a variety of Elves and men. For the men of these lands, these initial contacts are exceedingly valuable. Numenorean agricultural and building techniques are imparted, and the new knowledge becomes the core of a number of budding civilizations. After all, aside from the Eldar, the men of Numenor are the most learned inhabitants east of Valinor in Aman.

By the middle of the thirteenth century S.A., the Numenorean presence becomes much more fixed. Permanent "havens" are established at choice locations and harbors, enabling the men from the Western Isle to refit and resupply their great ships. Trade picks up, although the Numenoreans need little beyond raw goods and supplies for continuing their journeys. In certain areas, a gradual blending of the local culture with that of the explorers becomes evident during the following six centuries, but the transient nature of the havens' occupants preserves the independent character of most of the villages, citadels, and way stations.

Around S. A. 1800 changes in the domestic policy in Numenor result in an ambitious shift in attitudes toward activity in Endor. The havens become the focal points of colonization in Middle-earth, and Numenorean settlers begin securing lands near the old refuges. In time, military expeditions subdue hostile neighbors and conquer modest areas, new fiefs for their increasingly self-centered Kings. Tribute is gathered, and normally becomes greater with each successive reign.

The invaders' culture prevails wherever they settle; but, with time, indigenous ways permeate the colonies, making each ever more distinctive. Local politics sometimes mirror the trouble at home, with the Faithful remaining true to the Eldar and the growing majority questioning the Ban of the Valar. Often, however, other problems come to the fore. The lords of the colonies begin to wrestle with their own concerns more frequently, and the detestable taxation, coupled with increased cultural blending, begins to spur thoughts of independence. Numenor's selfish, aggressive policies provide poor examples for their own in Endor; by the end of the twentieth century S. A., some of these colonies begin to expand on their own, embarking on separate courses. Open revolts are few, for Numenor's arms are too great, but some bold, remote lords pay little creed to their King. As politics become more rabid and the administration of Numenorean holdings is gripped by growing disorganization, this trend is accelerated. Coveting power, these lords strive toward independence.

6.22 THE WILD LANDS AFTER T.A. 1

After T.A. 1 the continent settles into a thousand year long period of relative respite. Sauron is gone, and his influences wane. Wars and migrations continue, and some old coalitions and disputes directly or indirectly tied to the Dark Lord still make themselves known; but overall, this is an era during which the peoples of the wild lands turn toward themselves.

Numenorean influence, once great in the areas where havens, and later, fortresses, colonies, and successor states were established, also declines during the first millennium T.A. A blending of the Dunedain and local cultures characterizes much of this period's history, particularly along the coasts. Black Numenorean strongholds continue to exercise their power, but most become entirely absorbed into the surrounding populations. The lords of Dunedain descent, most racially mixed by T. A. 1, lose their distinctive racial character with alarming speed. In the area of Harad, the masters of Umbar and its associated states take on the dark skin of their subjects and begin to look, as well as act, like indigenous Kings. Generally, no awesome external powers remain to create great conflict.

Unfortunately, this placid era ends with Sauron's reappearance. After T. A. 1050, the servants of Darkness stir again with renewed vigor, spreading fear and ignorance. Whole nations fall under the spell of the Evil One. With Sauron's departure from his base at Dol Guldur in T. A. 2063, this trend accelerates; for nearly four hundred years (until T. A. 2460), the Dark Lord is in the East directing his conquests personally, albeit with a modest profile. His return to the West occurs after he has satisfied his needs, and succeeded in driving whole populations into the civilized territories of his enemies. The arrival of the Easterling confederation known as the "Balchoth" in Rhovanion (about T. A. 2460) is no coincidence.

Two other great Maiar lords also enter the wild lands after T.A. 1000. The two "Blue" Wizards, *Alatar* and *Pallando* arrive with the general purpose of maintaining the balance of things. For a time, Saruman is with them, but the White Wizard returns to the West, leaving them to pursue their own courses. Their story is best told elsewhere, however.

Below is a list of the primary forces which act to create the migrations and related conflicts during the Third Age. Most of the wars and shifts result in chain reactions which affect areas far from the point of initial change. This will aid the GM to construct the relevant forces shaping the grander scheme of population movement.

- (1) **Secondary Powers:** Sauron and his servants, the surviving minions of Morgoth, and the Istari all have the capability of directly or indirectly affecting the politics and goals of peoples, thereby causing conflicts or movements. Their tools are as many as the imagination can muster.
- (2) **Territorial Need:** As populations swell, they can no longer feed themselves, they seek new land. Some migrate after exhausting the

resources of the locality they control. Famine is an ideal reason to pick up and head elsewhere, especially where a society is already somewhat mobile.

- (3) **Plague:** Disease and pestilence constantly exist in an active or dormant state, and most kindreds develop immunities or resistance to those ills they frequently face. The diseases, however, adapt to new conditions so that they can perpetuate themselves. As new peoples are first exposed to these diseases, they usually fall victim to their lack of internal defenses, and a plague begins to move through their population. This can set off a series of plagues which beset a number of kindreds. In addition, each illness weakens its host and makes him susceptible to further disease. Whenever a new group enters an area, and particularly when the region differs significantly from their homeland climate, they are receptive to the local diseases. Warmer areas hold the greatest danger, since most organisms find them more comfortable.
- (4) **Cultural Drive:** Some societies are considered warlike. This is often a case of circumstance, but in many other situations it is due to the nation's cultural experience. Where a society has few conflict solving mechanisms violence is often the norm. In addition, nomadic and semi-nomadic groups need large areas with which to perpetuate their ways; they come into contact with disagreeable situations and potential enemies much more frequently than more settled folk. With the passing of time, these nations become capable of waging war well, and often continually. They pose great dangers for others, and often set into motion a series of migrations as they seek to solve their problems by crushing their neighbors.

7.0 ENDOR'S INHABITANTS

7.1 THE FREE PEOPLES

This section includes a listing of the various free peoples, and also details the breakdown of related folk who often, or usually, live in darkness or ignorance. The latter groups are more properly bound to their own beliefs and culture, and follow the word of Sauron because of fear or recent politico-religious changes. For this reason, a GM should be reluctant to consider them "creatures of darkness."

Elves

Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender; the male height averaging between 6 feet and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Apparently highly resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or, perhaps, modesty. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin. Their senses are extremely keen, especially their hearing, and sight—they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black." Perhaps most importantly, Elves do not age or grow old, and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal, (excepting violent death). They heal quickly, and show no scars (although they do not regenerate limbs).

About the kindreds of the Elves, there are the three divisions of the Eldar, and the Silvan Elves.

The "Fair Elves", highest and most lordly, migrated soon after the coming of the Valar to Valinor (The Undying lands) and dwell there still. They have hair of golden blond, blue eyes, and fair skin, and they project a visible aura at all times. They are, as a rule, musically talented, and wear garments of white, silver and gold.

The High Elves, or Noldor, are more sturdy of build (yet still more slender than humans), and darker—their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any colour, although brown or hazel predominates.

These Elves are the builders and craftsmen of the kindreds, most skilled in fine metalwork, weapons, armour and beautiful jewelry. Their jewelcraft is also unsurpassed. The High Elves are the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious—possessed with a desire to learn all about their surroundings at any cost, which has more than once caused members of their race to fall from the path of light.

Sindar—the third and least noble of the Eldar, the Sindarim (or "Grey") Elves began the great migration with their brethren, but, after coming to Beleriand did not go over the sea into Valinor and lived in Doriath under King Thingol. At the end of the First Age, many of the Sindar sailed west, or dwelled in Lindon or Lorien, under the rule of Noldor leaders.

The Sindar greatly resemble the Silvan Elves physically, although they tend to be more muscular, and pale blue or grey eyes dominated. They also prefer clothing of an apparent neutral grey colour which has amazing camouflaging powers.

The Silvan, or "Wood elves," are more numerous and "rustic" than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or green eyes. Not as tall as the other groups, they are still quite light of build, and very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves.

Their preferred clothes are usually forest green, grey, or brown, and are much more functional in design than the draped robes and tunics of the Fair Elves; they are less elaborate than those worn by High Elves.

Silvan groups comprise all of the *Avani*, the non-Eldar kindreds who refused to make the Great Journey (see 6.11 above). They are numerous, varied, and spread throughout Middle-earth. Some, like those of Mirkwood, even live among the Eldar. Their sea-coming is less than that of the Eldar, for they are (1) *Moriquendi* ("Dark Elves") who have never seen the light of Aman, and (2) have not had the peculiar experience of the Sindar. The latter group made the Great Journey, but refused to cross out of Ender, despite a peculiarly strong affinity for the oceans. (The *Teleri*, or Sea elves of Aman, are the Sindar's closest kin.)

Elves do not need sleep. Instead, they receive rest through meditation involving memories, past events they recall with remarkable vividness. Normally they go into this trance-like state for approximately two hours each day, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided.



Dwarves (Khazad).

The Dwarves are descendants of the Seven Fathers of their kind and tied to the Vala Aule (The Smith). They are said to have come from stone. Their seven lines or houses settled a variety of separate areas, usually in or by mountains. Dwarves are rather short, about 4 to 5 feet in height (the women slightly less), stocky, and of ruddy complexion. They have deep-set eyes, dark hair, and beards (which they grow long and often braid). Resistant to diseases and extremely strong, they live an average of 250 years, and often to the age of 400. They have superior sight underground and in places of near total darkness. Their crafts are superb, and they are unsurpassed workers of stone. Like orcs, they are masters of meta-work, but unlike the goblins, they achieve a sense of beauty as well as strength and utility. No race mines as well as Dwarves. Relatively infertile and lacking women (who constitute less than a third of their kind), they rarely sire young, or even marry. Dwarves know of magic and certain enchantments, but generally scoff at the ways of conjurers or the use of spells, preferring instead to use such power in the making of physical items.

Dwarves speak Khuzdul, a guarded tongue known by virtually no one but themselves, and inscribe using the Angerthas Moria, a variant of the Cirth (a runic script). Khuzdul is marked by harsh consonants and uses three-consonant patterns to denote common concepts. For example, "kzid" structures refer to the Dwarves or things essential to the Dwarven identity (e.g. Khazad Dwarves, Khuzdul Dwarvish).

The two kindreds discussed here are those of Durin the Deaf and Balin (1) Stonehand. The former, "Durin's Folk," is the oldest and most revered of the Seven Houses. They are identified by their unusually long, forked beards which are often braided and worn tucked into their belts, hence the label "Longbeards." Balin's Folk is an "eastern group," and its kin sport each wear a ring of dark glassy stone on the small finger of their left hand. Both Houses favor colorful, hooded clothing and hand arms. Although many are proficient with standard bows, they generally employ crossbows when a need for missile weapons arises. Dwarves like mechanical devices.

The ancestral home of Durin's Folk is at Khazad-dûm ("Moria" or "Hudhondron" among the Elves).

Ents.

Though the oldest of all the speaking peoples, the Ents were dormant until the coming of the Elves, who taught them to speak, and inspired them to become mobile. They are the shepherds of the forests, resembling trees, usually one specific species (thus their overall size varies tremendously from individual to individual) though tremendously wise, they are not quick thinkers and are slow to take any rash action. They are basically gentle by nature, but when angered can be tremendously fearsome, even as the roots of trees can smash rocks over time, so can Ents, in but seconds. They are a so almost impossible to kill, except by intense fire.

They are a dwindling race, partially because in later years many have developed the tendency to revert to their dormant, "treelike" form; and also to the disappearance of the Ent wives, who, over a span of many years, became sundered from their mates and have vanished from the pages of history.

The *Huorns*, or tree-spirits, are guarded by, and closely related to, the Ents. These wild creatures are possibly Ents who lost track of their cultural heritage, due to weariness, forgetfulness, or simple bitterness. It is possible, over time, for an Ent to become a Huorn, and vice versa. The Eldar call Ents *Onodron* (Q) or *Enyd* (S).

Hobbits (Halflings)

Smallest of the speaking people, Hobbits average between 2 and 4 feet in height, and tend to be fat. They have large feet, very hairy - to the point of being "furry", which are almost immune to cold, and so they go about almost always barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friend's houses, eating. They are able to move very quietly, and have a high level of manual dexterity. Hobbits are also possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods. There are three principal varieties, or tribes, of Hobbits, the *Harfoots*, *Stoors*, and *Fallohides*. The tall, slim, fair Fallohides are the least numerous, most adventurous, and closest to Elves and men. The smaller, browner Harfoots are the most common and are closest to Dwarves, both races enjoy rugged highlands and hills. The Stoors fall somewhere in between in size and numbers. It is this tribe that returned to Wilderland during the 15th century T.A. and settled by the Gladden Fields on the Anduin's west bank.

Humans

Of mortal men there are basically two kindreds: the "high men" and the more rustic common men.

The high men ("Edain") tend to be even taller than Elves (6' - 7' tall), but heavier boned and physically stronger, although perhaps less nimble than the Elven-kind. Their hair is dark-brown or coal-black, eyes blue, grey, or black, and they tend to be fair-skinned, from very pale seeming to a ruddy but still light complexion. The lifespan of the high mortals is quite long, up to 250 - 300 years in those of pure descent. They are great warriors and builders of empires, for their initiative matches their physical stature.

The common men are shorter (5'6" - 6'4" men, 5' - 5'10" women) and stockier of build as a rule, and their hair and eyes run the entire spectrum of normal shades, (although the coal black hair like that of the high men is rare). They are less lordly in appearance than the high men, and the males often wear beards or mustaches, as opposed to their brethren of the west, who are most often clean-shaven.

Dunedain

These high men were those Edain ("Fathers of men") who settled on the island continent of Numenor, far to the west of Middle-earth. The Dunedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Ender during the Second Age, and were great lords among men. Unfortunately their great desire for power (at least among some) led to the destruction of their home island in the middle of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar. Those called the "Faithful" opposed the policies and hatred of Elves which led to the Downfall, and were saved when the island sank. They later founded the kingdoms of Arnor and Gondor (in the North and South of north-western Middle-earth). Many "unfaithful" groups survived in the various colonies of the Dunedain established in happier times (e.g. the "Black Numenoreans" of Umbar). The term Dunedain refers to the Numenoreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on Elven ways. They are but one group of the Edain, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age. Translated "Fathers of the West" Sing Dunadan.

Note that the label "Black Numenorean" refers to their political and social views, not their appearance, although they later became assimilated into the dark-skinned populations in certain areas, notably Harad.

Dunlendings

Also called "Hilmen" A manish group which originally occupied the hills and vales round about the White Mountains (Ered Nimras). Dunlending groups moved northward during the Second Age and settled along the western flank of the Misty Mountains and in certain areas of Eriador (the ground Bree). Dunland is named for this group, and the undead of Dunbarrow were remnants of one of their ancient armies. Dunlendings are moderately tall, dark, and relatively "primitive." Their places of worship indicate a superstition rather than religious folk. They are fierce warriors capable of some military organization. Only in Dunland are their ways fully preserved, for most adopted the manners of the lands in which they settled. They are enemies of the Druedain (Woses) and Northmen (including the Rohirrim). Swarthy, they are superb "mountain men" and work in stone.

Druedain (Woses)

Also called "Wild Men of the Wood," they are masters of woodcraft. This ancient manish race occupies the Druedain Forest of Anorien and wild areas of Andrast in the Third Age. Their original territories were probably rather extensive, but they are rather unique and did not assimilate or cohabit with other peoples. Short stocky, fairly fair and lacking much body hair, the Woses are entirely alien to both the Northmen and Dunedain. They spoke a language unrelated to that of the lords of Gondor, but probably an offshoot of the "southern casual tongues" of northwestern Middle-earth. The Woses possess certain powers of enchantment, and possibly unique forms of magic. They guard the sacred places with bizarre carved images of themselves, and these sculptures are said to have "powers associated with life," such as sight and mobility. They are the enemies of both Dunlendings and the Northmen (Rohirrim), may have hunted them for sport. Ghan buri Ghan was one of their kind.

Easterlings

This is a generalized term for all the races of men occupying Middle-earth east of the western shores of the Sea of Rhûn and northeast of the Central Range. This encompasses a tremendous variety of cultures and peoples. The C&M should note that the term is one of convenience, and couched in the viewpoint of one from northwestern Middle-earth, it corresponds to a group of men whose ways are alien and whose lands are essentially unknown.

Haradrim

The "Southmen" in Sindarin. This is a collective grouping of men who made their homes in the great desert of Harad, and residents of northwestern Endor might also call a man from further south by the same name. Haradwar (which also refers to their territory) and Southrons are synonymous terms. The Haradrim tend to be slender and very dark, and often ascribe to a nomadic way of life associated with herds of white mounds. They are excellent riders. Numerical colonization is a major aim of the edges of their territory creating some fusion of culture and varying amounts of interbreeding. The result is that some Haradrim are not wholly unlike the Dunedain of Gondor following the conquest of the region, but to a large extent they remain distinct in culture and racial grouping, particularly in remote areas.

Lovoth

They are short, stocky, relatively short nomads of the Far North are often called the "Snowmen" in "Forowath" (a term which also refers to their territory). A poor and primitive people, they live on big game and whatever creatures of the Bay of Forowath they can acquire. Their culture appears to be based on some stone-working, but at whatever wood they can trade for (although their contact with other men is severely limited), they may also make use of certain metals, notably copper.

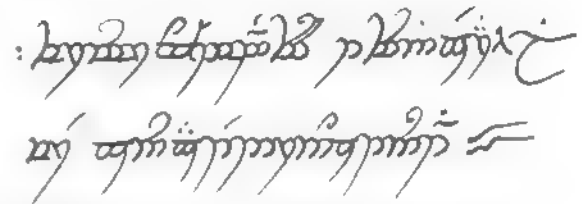


Northmen

Also called Northrons. A grouping of tall, strong, fair, and hairy manish folk which is related to and once included the Rohirrim. This group corresponds to the occupants of northern Rhovanion, the "Vales of the Anduin," certain passes and foothills in and around the northern Misty Mountains, and other regions in northwestern Middle-earth. The Northmen are an independent lot and are fierce warriors. Through their contacts with other Free Peoples (Dwarves, Elves, and the Eddain), their culture has been somewhat heightened. Some groups adhere to their own tongues (Rhovanion, Rohirrim, etc.), while others speak Westron. The Taurians are one such group of the former.

Variags

This dark-skinned race occupies the land of Khand, a semi-arid region nestled between the wide plains south of Rhûn and east of Mordor. Khand is an upland area which straddles the trade routes coming from the East and entering the Great Desert. Since it lies near the base of two mountain massives, and is elevated, its water resources and temperatures allow for higher population concentrations than those found in nearby semi-arid locales. The Variags are therefore relatively numerous, being the dominant group in the region. They are exceedingly mercenary and are of excellent horse weapons. Many conspiracies, betrayals, wars. This reputation may be a recent development, stemming from contact with Sauron's minions. Variags are accomplished warriors and also deal in camels. Nonetheless, much of their fighting force is composed of foot soldiers. They grow barley and keep herds of goats, sheep, and horses. Having access to the wood, they work in stone, mud brick, and sometimes use hide or felt. Both they and certain related groups further south have been connected with the growing of certain varieties of cotton, although the Variags prefer trade and tending to what they consider the mundane pastime of farming.



7.2 SERVANTS OF DARKNESS

The forces of Darkness have constantly sought to use others as tools of Evil. Since they cannot create life, they pervert and persuade those already living. This has led to the hordes of orcs, trolls, wargs, dragons, fell beasts, etc. None of these races were inherently evil in the beginning, although many of their kind were predisposed toward Darkness; instead, Morgoth bred them, and in doing so, instilled passions and ways which resulted in their present beliefs in fear, hatred, and killing. As of late, Sauron has continued to breed new and more terrible stock, all with the intention of constructing a world of utter Evil.

Form follows feeling in Middle-earth, and one's essential character usually has a good deal to do with one's appearance. After a time, truly evil creatures begin to appear as hideous images of their inner selves, and if takes great power to disguise this erosion. The Balrogs soon found themselves unable to assume pleasant shapes, and quickly became tied to their awful bodies. This process was much slower for Sauron and his master Morgoth. With each creation or work which involved their power, they weakened, and in the end, they too were tied to a foul (albeit amorphous) form. To this day, Sauron exists in his own living prison of fiery blackness.

The following groups comprise most of the principal non-human (or undead) servants of Darkness. Those more properly called "beasts" or "monsters" (e.g. dragons, fell beasts, were-worms, cold-drakes, wargs, orcs, etc.) are best discussed in the context of a bestiary.

Balrogs:

These "demons of might" are masters of terror and brute force. They should be treated as beings whose power transcends the usually accepted strength of other mythological demons, they are beyond the pale, the ultimate physical servants of darkness.

The Balrog found in *The Lord of the Rings* may well have been the last of his kind. He was referred to simply as "The Balrog" in western lore and was so awesome that the presence of any brethren in other lands would hardly go unnoticed. It is possible, however, that other Balrogs may have been trapped beneath the land following the fall of their master, just as the Balrog of Khandûm had, such a circumstance might have prevented their detection. There had been, in the First Age, many Balrogs, for they were the servants of Morgoth, the Dark Enemy, master of all darkness and mentor of Sauron. The cataclysm that accompanied Morgoth's departure enveloped almost all of the host.

Of all the single dark entities (save Sauron and possibly Saruman, if you consider the latter so tainted) in Middle-earth, none possessed greater physical power than these creatures. Originally, they came from the Undying Lands, just as the Istari and Sauron had, and their relative strength when compared to the inhabitants of the Middle-earth was enormous. Even dragons feared their coming. They were described in many ways by the few who lived to tell of their passing. They were both flame and shadow, huge and changing, winged and slimy, stronger than the greatest serpent's grip, bearing a red flame as a sword and a great whip with many tails. As a foe, they were called by Legolas the greatest bane of the Elves, save the Lord of the Dark Tower. Gandalf (see the Istari below) struggled for some ten days with the Balrog of Moria.

In a FRP context Balrogs should be considered stronger than any single being which one might face. Indeed, they overshadow most small armies. Characters who happen across them should normally make a "morale check" of some kind to determine whether they flee, cower, submit, or simply go into intense shock. Should a bold or insane adventurer actually stand to face a Balrog (and be able to fight), they will face a being whose weapons are many: (1) a great sheath of flame about his body which he ignited nearly at will unless immersed in water, (2) a sword of flame in one hand and a huge whip in the other - both at least two hand weapons with respect to humanoid combatants, (3) awesome physical strength, (4) the ability to manipulate his size, (5) "wings" which enable him to fly unless forcibly confined or upended, (6) a shadowy body of amazing resilience which can withstand falls of literally thousands of feet into water (which would still smart), and (7) a presence embodying sheer terror.

No creature should take more concussion damage ("hits" etc.), withstand greater magic and weaponry, or absorb more temperature and elemental extremes than a Balrog - except Sauron and, possibly, the Wizards (Istari) or certain dragons. Player characters, even of the greatest level, have little chance of success against such power.

Nazgûl

Also called the "Ringwraiths" or simply "The Nine," these were nine great lords of men who were enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became "shadows" of great power, and acted as Sauron's most trusted lieutenants. The Witch King of Angmar, also called the Lord of Morgul, was their chief; he was the Lord of the Nazgûl and possessed the greatest power of independent action. The Nazgûl were afraid of water, some fires, and the name "Elbereth." They were virtually blind by usual standards, but possessed amazing senses of smell etc. which helped offset this weakness and gave them tremendous advantages in darkness. Their power was lessened during the day, and Khamul, the second in the Chief, had considerable fear of the light. Some of the others may have shared a portion of this flaw. Nonetheless, these wraiths generally overcame their weaknesses, and were rarely stayed for more than brief intervals. Also called "Black Riders," "Trans-B-S," "ring servants" or "ring wraiths?"

Orcs

Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness; it is likely that they were not inherently evil, but were culturally and morally predisposed toward the "foul life." Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Orcs are of two types: the lesser or common orcs which average about four to five feet in height and sport grotesque, fanged faces, and the greater orcs or Uruk-hai, who reach heights of six feet and have more "human" features. All are heavy of build and have long thin arms and thick hides.

Bred as laborers and warriors, orcs respect little but brute force, and are most potent when serving under a "focused will." They are without exception cannibalistic, bloodthirsty and cruel, and care little for social organization. Generally, smaller tribal/clanal units are the norm, based on a strong leader, each employs its own dialect. Most are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting, however.

Lesser orcs are born, live, fight, and die in darkness; they abhor light and are blinded by the unshielded sun. Greater orcs are most carefully bred and can operate in daylight. Their abilities to speak, organize, reason, and fight are higher than their brethren. Some claim the Uruk-hai are products of Saruman's White Hand, and were first spawned from orcs and men. It appears, however, that they first arose in Mordor, and that their lineage has nothing to do with the Secondborn. While the lesser orcs favor curved stumps and wicked axes, the Uruks bear straight swords and a wider variety of spear or arms.

The Tereg (Trolls)

In building his kingdom of awful, i.e., Sauron has carefully selected capable instruments of terror. Just as his master Morgoth once molded peoples into mockeries of Eru's children, Sauron has sought to develop new warrior stock from those creatures he has at hand, and, although he cannot create life, his mastery of breeding and manipulation has enabled him to forge stronger servants through selective spawning. The Dark Lord has forever sought to increase the wits and strengths of the orcs and trolls who have composed the bulk of his armies since his rise in Mordor around S.A. 1000.

Like the orcs, the trolls or *tereg* were originally bred by the *Black Enemy* (*"Morgoth"*) during the First Age of Middle-earth. They were created as hideous reflections of Ents. At first they were as stupid as the stone from which they came, although later they became able to speak in dull, guttural ways. No intelligent action could be associated with their kind, but it did not matter; they were huge (up to 10' tall), broad, and strong like rock, and were capable of crushing their foes with brute force. Subtlety was not their mark.

Sauron sought a better breed, however, and with his rise in the Second Age he resolved to forge an unstoppable iron host. Since that time he has remolded the works of his master. With his last coming he renewed his efforts in secrecy. Now he has been breeding a small but growing force of "*Mortereer*" (*"Black Trolls"*) who are relatively quick, capable of making decisions, and can operate at any hour. Unlike the slow hill and stone trolls which are their more numerous kin, Black Trolls can operate on their own and survive the light of day without fear (although they despise it). Should they become exposed to sunlight, hill-trolls become blind, while stone trolls return to the rock from which they were made.

8.0 LANGUAGE IN MIDDLE-EARTH

As Tolkien himself often noted, both *The Hobbit* and *The Lord of the Rings* began as component parts of a rich, necessary background for a much vaster history of Elvish tongues. His systematic attempt to portray a society in Middle-earth gave us the flavor of languages embraced by the people, coupled with a rich cultural tradition, and gave the reader a vivid picture of the lands and peoples Tolkien was attempting to describe. These elements are also important tools for the good GM. A gamemaster should get an understanding of the underlying linguistic patterns in Middle-earth (e.g., Elvish tongues giving birth to certain mannish languages), form consistent groupings of related forms of speech, determine what groups speak what, etc., until a framework exists. This will enable the GM to better sketch his societies. The following is a helpful, albeit brief, guide to the important patterns of language in Middle-earth. Note the handy chart below.

8.1 LANGUAGE IN THE WEST

In the late Third Age there are two primary language groups upon which the "mannish" tongues found west of the Redwater (Carnen) and north of the Poros River are based - Sindarin and Westron. In turn, these groups are themselves indirectly related.

8.1.1 ELVISH TONGUES

Elvish is the mother tongue for a number of mannish languages and certainly influenced many more. In the West, its vocabulary and associated lore have constantly touched the cultures of most of the inhabitants, particularly men and Hobbits. Yet, Elvish is itself split into at least three major linguistic subgroups.

Prior to the Great Journey of the Elves across Middle-earth there was one ancient Elvish tongue. This situation changed, however, as the First-born began to go separate ways. The Elven group that crossed the sea and reached the Undying Lands developed a language that is, perhaps, closest to the elder speech; this is called Quenya. Those that undertook the Great Journey but did not leave the shores of Middle-earth eventually gave the world Sindarin. The "Silvan Elves," non-Eljar who had remained behind at the time of the Great Journey, created a third linguistic branch which may include the tongues of those Elves found in the forests of the East.

Quenya.

("High Elvish") This is a beautiful language marked by fluid, joyous tones and patterns. Developed in the Undying Lands, it may have been affected by the great Valar themselves. Quenya is spoken in Middle-earth, but only rarely in everyday speech. The Enis and the Noldor exiles (Elves) are the only groups who utilize it in normal conversation. It is considered the "first tongue" in the coastal areas of Lindon near the Grey Havens and among the Noldor of Lorien. Both groups are small and quite elusive. Other Elven groups use it as a language of lore, lending it an almost spiritual quality. Access to Quenya is quite limited.

Sindarin:

("Grey Elvish") This is the language of the Sindar who also developed the CIRTH ("runes"). Sindarin is probably farther removed from the original Elvish by virtue of the Sindar's long exposure to Middle-earth and men. Sindarin has had a heavy influence on mannish speech, particularly that of northern groups, and their heirs, notably the Dunedain. It is spoken by most Eldar (non-Silvan Elves) as a first or second tongue (the Noldor of Lindon and Lorien still favor Quenya), and is known to much of the aristocracy/royalty in Gondor. Westron uses a number of Sindarin words directly or via Adûnaic influence, and Sindarin lore is prevalent in much of the cultures associated with Westron. It is the most accessible Elven language.

Silvan Tongues:

The extent of Silvan dialects is unclear. They certainly are predominant among the Elves of northern Rhovanian (specifically in Mirkwood) and were carried by Silvan Elves into the forests and mountains where they settled. Since the Silvan groups outnumber the Eldar, there are majority Silvan populations in areas such as Lorien and the Woodland Realm where the Eldar rule, and the "Wood-elf" tongue is common even in regions traditionally associated with the Sindar. Silvan Elves are also called "East elves" or "Wood elves" and may speak a language that is similar to (or virtually the same as) the speech of the Elves of the East. This may account for the ambiguous "East-elves" label, although such a name may simply mean the Elves of eastern northwest Middle-earth. Of the three branches of Elvish, this is the least "noble," nonetheless, it is a beautiful language, especially when properly spoken. Silvan speech is relatively accessible.

Elvish Writing and Notes on Speech:

Two writing patterns are dominant in areas of the West where Elvish or Westron based languages hold sway. The older of the two, the TENGWAR ("letters"), was developed by the Eldar in the Undying Lands and was originally associated with Quenya. It has thirty-six symbols (traditionally) and they have been used to represent a variety of writing constructs depending upon the folk that employed the system. It was originally a phonetic structure with symbols corresponding to consonants. Some Elven and mannish groups have injected vowels, while others have used diacritic marks to achieve necessary vowel sounds. The TENGWAR are ideal for brush or pen writing, but lack the advantages of the CIRTH when it comes to runes in inscriptions. TENGWAR usage corresponds to the boundaries of Westron.

The CIRTH ("Cetar" or "runes") was developed by the Sindar and is a much more angular approach to representation. Its symbols are ideal for runes. Like the TENGWAR, the CIRTH has spread throughout Middle-earth in various forms. One, the Angerthas Moria ("Long Runes of Moria"), is the script employed by the Dwarves for representations of their

own Khuzdul. Mannish groups have their own forms or form based on the Sindar's.

Those acquainted with a particular form of writing associated with the TENGWAR or CIRTH will not necessarily understand the nuances of script employed by other languages using these forms. Both writing forms vary heavily, for they are modified according to the tongue they represent. A GM should be careful not to allow a character too much freedom reading writings based on either script if he/she is attempting to decipher a language that is in whole or part unfamiliar.

8.12 NORTHERN MANNISH LANGUAGES

The language of the men of the West can be divided into two major categories - (1) the northern speech which was influenced heavily by Elven tongues; and (2) southern linguistic groups, of which only a few seem to have common roots. A great deal of uncertainty clouds the past of the southern branch, and it is quite possible that no common ancestor of all of these languages existed; certainly the connections to the speech of the Haradrim (Southrons) is tenuous.

THE TENGWAR (Letters)

The following chart is intended to help the GM get a grip on the sounds and letter values commonly used in the western Endor. The letters are of the *Fëanorian* style used among many peoples. Each letter is composed of a stem and a bow. Variations on the theme result in the rise (9-16) or reduction (17-24) of the stem, and the opening or closing of the bow. (1, 5, 9, 13, 17, 21 and 3, 7, 11, 15, 19, 23 are open bowed.)

The column concerning alternate use depicts sounds used in mannish tongues other than Westron. The GM should beware, however, that these uses apply to most written languages in the West, and widespread modifications are the rule. Illiterate cultures, groups from the wild lands, beasts, and the minions of Darkness, when they are so inclined, have their own manner of writing.

See *LotR, Appendix E* for a thorough discussion of the material digested below.

Letter	Westron	Alternate use	Elven sound
1	t	t	t
2	p	p	p
3	c	k	k
4	k	kw	k*
5	d	d	d, nd in Quenya
6	b	b	b, mb in Quenya
7	g	g	j**, ng in Quenya
8	g	gw	hard g; ngw in Quenya
9	th	th	hard th (e.g. thin)***
10	f	f	f; v if at end of word
11	sh	kh	sh**
12	ch	lhw hw	kh
13	dh	dh	soft th (e.g. these)
14	v	v	v; f used at word's end
15	zh	gh	zh**
16	gh	ghw / w	gh**
17	n	n	n
18	m	m	m
19	ng	ng	n; begins word
20	nw	nw	w; voiceless alt.
21	r	r	weak r (e.g. rock)
22	w	u	voiced w (e.g. wolf)
23	y	y	y as a consonant
24	y	y	y; voiceless
25	r	r	rh; trilled r (e.g. fur)
26	r	rh	rh; or rd in Quenya
27	l	l	l; voiced (e.g. let)
28	l	lh	lh; voiceless
29	s	s	s; voiceless (e.g. so)
30	s	s	variant of 29
31	z	z	z**
32	z	z	variant of 31
33	h	sh	h
34	w	hw	hw; voiceless w in Quenya
35	y	y	variant of 23
36	w	w	variant of 22

*Occasionally used in *LotR* in place of "c" for emphasis.

A sound not used in Sindarin. *A spoken "s" in Quenya.

Vowels

Sounds — Most languages in Middle-earth seem to use the traditional sounds for the basic vowels i, e, a, o, u. Sindarin also uses a y and a fronted u, the latter written as *û* and pronounced as the u in lute (e.g. Lhûn).

Short vowels — All vowels are short if unmarked (but see compound vowels below).

Long vowels — In Sindarin they are normally shown by using the accent mark (e.g. Númenor). In the case of the fronted u or vowels in stressed monosyllables, a circumflex is used (e.g. Udûn).

Long vowels in other languages are depicted by various accompanying diacritic marks (e.g. *B.S. Nazgûl*, *Q. Aulë*; *Har. Mûmakil*).

Compound vowels (diphthongs) — The Sindarin diphthongs are *ai*, *ae*, *ei*, *oe*, *ui* and *au*. They are pronounced in one syllable as follows:

ai	—	as "aye"; rhymes with rye.
ae	—	no proper equivalent; use "ai" sound
ei	—	as "ay"; rhymes with grey.
oe	—	as "oi"; rhymes with boy.
ui	—	as "ooi"; rhymes with ruin.
au	—	as "ow"; rhymes with how; equivalent of "aw" usage.

All other vowels are pronounced separately.

VOWELS IN WRITING

Originally, the marking of vowels for the TENGWAR was handled exclusively through the use of signs or *tehtar*. Most languages still follow this practice, although a number of Elven variants (e.g. the Mode of Beleriand found on Moria's West-gate) employ separate letters for vowel sounds.

A *tehta*'s base form represents a short vowel. Placement is dependent on the language's use of end sounds for words. If the language is like Sindarin, where words normally end with a consonant, the signs are placed over the following consulant. Where words normally end with vowel sounds (e.g. Quenya), the signs are placed over the preceding consonant. In cases where no consonant is placed over the "short carrier" symbol that takes the place of the letter.

Long vowels are handled in two ways: (1) by doubling or modifying the sign itself; or (2) moving the sign over the "long carrier," the connection piece between two consulant letters that is used in lieu of a missing consonant. The first procedure can prove difficult, for certain doubled signs (e.g. a double accent or dot being used for "y") do not indicate the long equivalent of the single sign; still, most languages conform to the rule.

The following are the most common signs to denote vowels. Like the consulant letters, there is no true fixed value, since they vary depending on language.

Vowel	Sign (tehta)	Equivalent Sign
i		
e		
a		(B.S.)
o		(B.S.)
y		
w (for au,ou,aw,ou)		

Westron:

Also called "common speech," Westron was spoken by every mannish group in the West with the exception of the Woses, Dunlendings, and Rohirrim (Men of Rohan). Dwarves use Westron while "in public." Where a number of different races meet in council or to discuss affairs Westron is employed as a common ground. Westron is actually a mixture of Adûnaic and specific southern languages, but is more properly a northern dialect because of the dominance of Adûnaic and strong Elvish influences. Adûnaic provides most of the vocabulary, southern coastal dialects were in part incorporated following the arrival of the Dunedain from Numenor.

Adûnaic:

This was the language of the Dunedain of Numenor and is descended from the Edain tongue (with intervening Sindarin influences). It is the parent tongue of Westron and is still spoken among the noble classes of Gondor, but only very rarely. It is, for all intents and purposes, extremely uncommon and inaccessible, although it is by no means "dead." It is related to the speech found among men in the Vales of the Anduin.

Rohirric:

The men of Rohan speak a distinct tongue distantly related to the language of the Edain (which spawned Adûnaic). Both groups are derived from a common source. As such, Rohirric is a Northmen form that is vaguely akin to older language found in Rhovanion. The men of Rhovanion (Mirkwood and the surrounding environs), however, speak Westron for the most part, any distinct older dialects have been incorporated, abandoned, or displaced in common use. Rohirric is a relatively unchanged tongue, for the Rohirrim have a very conservative culture, and theirs is a language that closely follows the patterns of their ancient predecessors.

Hobbitish:

Hobbitish is a peculiar dialect of Westron, at least the Hobbitish used in the late Third Age. There is no record of a distinct hobbit (Kuduk) language, and Hobbits have apparently always relied on nearby mannish tongues. The early hobbit speech of their pre and early Shire years was actually a dialect akin to Rohirric, a branch of the Northmen's language. This was abandoned, however, for the years in the Shire saw a gradual adoption (and modification) of Westron.

8.13 SOUTHERN MANNISH LANGUAGES

The patterns and relationships of southern tongues are hazy. At least two related groupings are apparent, but their connection to other mannish forms is unknown; they are probably a distinct family called here "southern." Note that this grouping does not include the languages of the "Southrons," referred to here by the Elvish "Haradrim". The latter peoples populated the Great Desert and regions south and immediately east not including Khand, which is the land of the Variags.

Southmen Speech

This grouping of tongues includes both the tongues of the Dunlendings and the men of Bree. The speech found in the valleys of the White Mountains (Ered Nimrais) in elder days was of this kind, and isolated pockets of these folk still can be found in the highlands. The language of men of Bree was an early offshoot of the same Southmen line, but has since been superseded by Westron in Bree proper and the nearby land (i.e. they now speak Westron in Bree). The speech of the Dunlendings is found wherever they abound, notably in Dunland. Lesser dialects may be scattered throughout the region of the southern Misty Mountains and western White Mountains. Like all southern mannish languages, they bear no resemblance to the speech of the Northmen or heirs of the Edain (Rohirric or the Westron speakers).

Wild Men's Speech:

The "Wild Men" of the West are actually known as Woses and differ heavily in build and character from the Dunlendings. The language of the Woses is also different, but seems to have come from a common ancestor (which also spawned related coastal tongues seen in Gondor before the coming of the Dunedain). This tongue is found in the Druadan Forest (which lies along the northern edge of the White Mountains west and slightly north of Minas Tirith). Related dialects are present in Andrast, the peninsula of western Gondor.

8.14 Khuzdul ("Dwarvish")

Of all the languages of Middle-earth, Khuzdul is probably the most inaccessible. Few non Dwarves ever hear it spoken, fewer still ever learn it. Among the Khazâd it is the language of lore and high speech, and they are

careful to use Westron or some other mannish dialect when conversing with men or Elves. Dwarves go so far as adopting "public" names for occasions where they must deal with non-Dwarven folk. They guard their given or "inner" names with zeal. This practice has resulted in a shrouding of certain histories, for their inscriptions do not make use of the language. A few place names, and some utterances amidst the heat of battle gave us our only insight into the nature of the tongue.

Khuzdul is a relatively harsh seeming speech marked by throaty words and the frequent use of distinct, drawn out "h" sounds (aspirates: e.g. *Khuzâd* K ha zâde, th T ha). The construction of words employs a combination of vowels inserted into a base of three "root" consonants. The consonants frame a concept, and the vowels indicate the specific idea related to that general idea. For example, k (Kh) + Z + D the basic concept of Dwarvishness, and *Khuzdul* (Dwarvish language), *Khuzad* (Dwarvish), and *Khazâd* (Dwarves) are variations on that theme. K (Kh) + L + D the basic concept of glassiness (e.g. *kheted* = glass). Few other elements of this strange language have been deciphered. It does, however, seem that Dwarves indicate possession of an object by placing the object's noun (the genitive noun) following the noun indicating the possessor.

The writings in Khuzdul are angular and rune-like, since they are made using the *Angerthas Moria*, a variant of the CIRTH.

8.15 Other Tongues of the West

Most of the other languages found in the West were in some way affected by those above. Nonetheless, these groups are distinct and are not part of any linguistic family so far discussed.

8.151 Entish

Ents have their own home tongue which was born in times before history. This speech is akin to other aspects of Ent culture. It is spoken extremely slowly and is unique to a degree as to be unintelligible as far as normal men, Elves, Dwarves, etc. are concerned. In rare inter-racial conversations, or even among themselves, Ents most often speak Quenya, a language taught them by the Noldor. They know other tongues but rarely used them.

8.152 Black Speech

Sauron of Mordor invented Black Speech in the Second Age, and may have used certain Elven constructs when composing its form. His fall at the end of the age corresponded to a decline in the usage of his language. It remains a tongue rarely used in its purer form. Only the higher servants of the Dark Lord employ it on an everyday basis. Dialects, however, are rather common, although they are for the most part debased. Certain orc groups speak variations of Black Speech or combinations of Black Speech and Westron. The terrible Olog-hai (Sauron's elite "troll people") use it in a relatively proper manner.

8.153 Orkish (Orcish)

Orkish is not one language or even a language family, rather it is a number of tribal tongues whose common bond is the large shared vocabulary made up of curses. No grammatical structure for Orkish has ever been devised. Instead, orcs speak dialects based on either Westron or Black Speech or both. Some tribes may use a Southron based form. As a result of this diversity, communication between orc tribes is exceedingly difficult, although some enlightened orcs have been known to employ an intelligible form of Westron.

8.154 The Languages of Harad

The extent of the penetration of Westron into the region known as Harad is unknown. There is little doubt that it is spoken among men of commerce and political persuasion even in the deep desert. This is due in part to the great trade routes. The Haradrim, however, apparently rely on a linguistic heritage that is separate from their northern brethren. Thus, in isolated or non-cosmopolitan areas, and among the unlearned, Westron will be of little use. Certain words will be recognizable, but understanding will be hard (connections in vocabulary are due to Numenorean penetrations in the Second and Third Ages).

The Variags of Khand are a distinct grouping and maintain their own culture and tongue. This is also true of the peoples who occupy regions located across the mountain ranges that border the desert.

8.155 The Language of the Forodwaith ("Snowmen")

The inhabitants of the area known as the "Northern Waste" in the Third Age are known as the Lossoth; they are commonly referred to as the Forodwaith. Their language has connections with no other, for they were never given the gift of language in the way their neighbors the Edain and Northmen were. As a result their tongue is unique, and reflects the poor, harsh lifestyle to which they ascribe. It should be noted that their location results in certain concepts (such as "desert") being alien to them, while they may have a thousand different words for snow and ice.

8.2 LANGUAGE IN THE WILD LANDS — EAST, SOUTH, AND NORTH

For the areas outside the West we will be less specific. General guidelines are more appropriate when speaking of the East, South, or North. After all, detail is lacking and creative interpretation is at a premium when attempting to discern specific linguistic or cultural patterns.

There are no distinct dividing lines when it comes to language and culture on a continental land mass. Neighboring groups invariably interact, borrow, and integrate to some degree. It is, therefore, important to realize that the descriptions of languages found in the West are applicable in part wherever those groups are found, and their influence can be felt in border areas. An example of this is the language of Westron, which influences groups, and is spoken by those learned, in areas well to the east of the Sea of Rhûn or south of the River Poros. Silvan Elvish's impact is also widespread outside the West; in fact, it is (in some form) spoken on the eastern coast of the continent.

The underlying characteristic of all regions outside the West is diversity. Unlike the northwestern section of Middle-earth, these areas are relatively disorganized and/or primitive, having only minor impact on continental affairs. The reasons for this are many, but two spring immediately to mind: (1) the Elven influence was limited due to the departure of many on the Great Journey and subsequent fragmentation of remaining groups; and (2) a lack of a dominant manish group such as the Edain which was capable of unifying vast areas culturally and/or politically, thereby mobilizing a powerful world force. The absence of these crucial elements centered around geography, only the West was "near" the Undying Lands and was able to concentrate large numbers of organized Elven groups at a time when men were common. The combination of intense Elvish culture and masses of men led to cultural transfer in the First and Second Ages, resulting in a forceful Edain culture which later spawned the kingdoms of Numenor and of the exiles (Arnor and Gondor). Thus, while the West saw the creation of unifying, widespread cultural constructs, such as Westron ("common speech") and the CIRTH and the TENGWAR, the East and South were left with fragmented groups embracing a multitude of lesser tongues and scripts. There was certainly Elven influence outside the West, for many Silvan Elves occupied the eastern forests, but their presence was less pervasive. The great captains of Numenor and her colonies founded towns and citadels along Middle-earth's eastern and southern coasts, but no vast kingdoms were established.

A third outside influence from the West that has affected eastern and southern societies is that of Sauron of Mordor. During the years S.A. 1800-3262, 3320-41 and through the Third Age Sauron's forces have affected these regions in varying degrees. The Dark Lord has subjugated some, evicted tribute and aid from others, and driven whole peoples from their land. The wanderings of some of these displaced groups (e.g. the so-called Balchoth and Wainriders) have resulted in wars with western nations. The coming of Darkness has no doubt had significant impact on language and culture in these regions, and may have led to a bit of unification (although masters often prefer their subjects to be splintered).

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8.21 GUIDELINES FOR LANGUAGES IN THE EAST AND SOUTH

The East and South are subject to numerous shifts in population, and it is important to realize that the cultural mosaic is ever changing. When attempting to construct cultures and language groups in these territories the following guidelines should prove helpful.

- (1) Societies are generally isolated cultural constructs with primitive political and technological organization and have few unifying elements (e.g. no great "common speech"). This is less true in the more organized areas where the influences of the Elves, Sauron, or Dunedain colonists are significant.
- (2) Communication and travel are more difficult, roads and trade routes are generally less developed and large urban areas are much rarer.
- (3) Language and writing have more variations, and literacy rates are lower.
- (4) Wars are more frequent but smaller; armies are many, and often large, but are less sophisticated in combat, and
- (5) Trade routes, although fewer and less comfortable, dominate international affairs, commerce is the inter-societal language, and
- (6) Individual political figures affect smaller regions.

8.22 GUIDELINES FOR LANGUAGES IN THE NORTH

In the North live the Forodwaith, the Lossoth. Their language and culture, as noted earlier, is unique and bears little resemblance to other groups nearby. They are relatively poor, live in isolated familial or clan groupings, and are widely scattered. The level of their technology is quite low. Other northern peoples possibly related to or identified by others as, the Lossoth, occupy other areas to the East. Keep in mind, however, that the North is a land of intense cold, indeed, the far North is known as the "region of everlasting cold."

Cultural groups found in the North may have southern brethren, just as they do in our society. Nonetheless, these "related" cultural units will differ widely. They do not share subsistence techniques, neighbors, or geographical influences; and necessarily rely on different cultural standards and patterns.

8.23 TRIBAL AND AREA NAMES IN THE WILD LANDS

Throughout the wild lands, the penetration of Elvish and Edain (e.g. Adunaic) tongues is relatively modest. In addition, Silvan dialects are less musical than those devised by the Eldar. Therefore, the "softening" influences found in Western languages are less evident, and the tongues tend toward harsher sounds. This trend is strengthened by the effects of various dialects of darkness, most of these peoples have been under the yoke of Morgoth or Sauron at one point or another.

The names on the color map of Middle-earth reflect this situation. Variety abounds, but most of the labels seem relatively harsh or guttural because the related language is less fluid than those found in Ender's North-west.

9.0 THE USE OF POWER IN MIDDLE-EARTH

Professor Tolkien's histories were intended as a backdrop for a great work on Elvish languages and centered on that part of the world where the Elven tongues saw their most extensive development. The West, close to the Undying Lands and a channel and repository for Elves journeying across the sea, was the area of greatest concentration for the First-born in Middle-earth. It was in this limited quarter that Sindarin was developed and Quenya given to the mortal world. Both the TENGWAR and CIRTH appeared first in the West. Thus, it was only natural to focus discussions of political and military affairs on this region. In addition, due to their proximity to the highly developed Elves, men in the northwestern section of Middle-earth became quite advanced. Compared to their brethren in other parts of the world, the Edain and Northmen were technologically superior, generally more literate, and politically organized. The history of the West, then, was the history of those groups who were capable of dominating the entire continent. Discourse concerning events elsewhere was of highly limited value.

The West's unique ties to the Undying Lands also created a potential for the appearance and use of significant power. Such power manifested itself on a massive scale in the First Age, and to a lesser, but significant degree in the Second Age. By the time of the late Third Age it was quite subtle - except in the cases of dragons, the balrog, Saruman, and (of course) Sauron. This low-key approach to the utilization of great power was a factor relating to the nature of those possessing the gift. The Valar laid down their direct guardianship of Middle-earth in stages, at the end of the First Age and with the downfall of Numenor. They still kept watch and intervened in the Third Age by sending the Istari (Wizards), beings who themselves had great power. The Istari, like their masters, did not use force unless it was absolutely necessary to combat Darkness, and then only to the degree needed - no more. As a result of this approach, they appeared far weaker than they really were.

The other masters of magic employed their abilities in relative secret. Western men and Hobbits were not great friends of spells and often were unaware of their usage outside of fairy tales and legends. This created an atmosphere where magical occurrences were rarely seen and often became merged or confused with natural events. Again, the use of power was quite subtle. Tolkien's constant use of nature to illustrate this strength follows this pattern and makes the world he wrote about all the more believable.

9.1 POWER IN THE WEST VERSUS POWER ELSEWHERE IN MIDDLE-EARTH

As noted above, the West is somewhat unique. Its history and occupants tend to be dominant, and the watchful eyes of the Valar seem to focus upon

the events there. The use of power in the region is naturally colored by these factors. Another vital aspect, however, is the presence of Sauron in Mordor. Sauron is not one to restrain himself when he deems it necessary to act with great authority. He does act cautiously and quietly, especially when nursing himself after a great defeat, but he is capable of unbridled explosions. Those who live under his eye are particularly careful not to cause attention to be brought upon themselves, and this feeling may contribute to the restraint found in the Elves and Dwarves who possess the ability to wield spells. Some are weary or concerned about upsetting the balance of things, to be sure, but others are doubtlessly afraid. Still others died at the hands of Sauron or others of power; for the bold, those with power, often dare to combat those most dangerous.

In the East and South this restraint is not necessarily evident. To begin with, the region is itself relatively wild and there is a different "balance" in order. Elves in the East tend to wander and embrace the values of old ways common before the Valar and their light affected their kind. Silvan Elves seem to have a much more self-centered picture of the world and their cares differ. As a result, their primary reasons for withholding the utilization of spells have to do with avoiding contact with unfamiliar, unfriendly, or undesirable peoples.

9.2 POWER AND FRP SETTINGS

This dichotomy in the use of power in Middle-earth affects one's portrayal of its lands and peoples. When constructing a society in the West, a GM must take great care to show restraint regarding the use of magic. Magic-users are relatively rare, although most folk had some "magic" in them, and open displays of power are still rarer. Elves certainly employ magic in daily life, and dwarves use spells for a variety of reasons, even for producing wondrous toys; nonetheless, such enchanting skills are not necessarily the norm. Among hobbits magic is considered the stuff of legends. Men most often feel the same way, indeed some have never heard of its use.

In the East or South, however, a depiction of society may often include more common occurrences of spell use. Depending on the peoples, and their exposure to the Elves, Dúnedain, or concepts conducive to magic-users and masters of various forms of power, the casting of spells might be quite apparent. The overall political impact of the society may not be great, but this does not preclude the use of magic. What holds these peoples back, and has defeated any eastern or southern "empire" from rising, is a lack of organization. Where there has been unity, it has been modest or Sauron has held sway. Always remember that the West is unique in this, and many other, respects. Power in the East and South manifests itself differently.

10.0 INTEGRATING MIDDLE-EARTH INTO A FANTASY ROLE PLAYING CAMPAIGN

The nature of FRP lends itself to creativity. The players and the gamemaster both participate in a "living novel" within which each individual envisions and creates his own setting. So too, J.R.R. Tolkien's Middle-earth is both his fantasy and ours, it is a reflection of our world as we perceive it, as well as a construction of mythology by a great and learned man. Middle-earth is itself undying, living in the minds of all who tread its paths. Each reader adds to it his or her own vision. It is only natural, then, to use this incredible foundation in a fantasy role playing context. In this way those close to Middle-earth can experience it in a new way, filling the gaps and discovering the mysteries that have always concerned them.

10.1 ADAPTABILITY AND FRP SYSTEMS

Certain FRP systems are more flexible than others and it is important to note that basic changes may be necessary if one wants a setting consistent with the flavor of Middle-earth. As noted above, the world is itself flexible, especially in the areas outside the West. Nonetheless, a FRP system based on rigid rules drawn from medieval Bossonian mythology might need modification. It is important to ascertain where these rule changes must be made and how the alterations will affect the system's flow and any underlying philosophy. Play balance can be destroyed by careless remodeling. Most FRP systems will have no problem being fitted into a game set in Middle-earth. After all, Tolkien's world contributed heavily to, and may have been the guiding force behind, most FRP rules and associated ideas.

10.2 A SUGGESTED APPROACH FOR INTEGRATION

The following hints may be helpful when constructing a Middle-earth campaign:

- (1) *Determine the scale of the game* — the number of players, the size of the area within which you want to run, the level of power found in the campaign.
- (2) *Use the map and sources to pick an area that fits your designs and desires.* If you want immense detail and slightly lessened flexibility choose an area located in the well documented West. If you want tremendous creative leeway, find a spot elsewhere. Note that there may be an available module covering the area or one nearby, and this can be a handy base from which to start work. When choosing the overall setting look to the local cultures, politics, geography, economic and military systems, etc. Great drama can be achieved with the proper choice of locale. Also decide whether you wish to spend a lot of time below ground or in varying places.
- (3) *Look to the period in history in which you wish to run.* Certain periods plagued by great war may allow for tremendous uncertainty and action. Some eras are better documented, but may be less flexible. Epic quests deciding the fate of the world best be run in the Fourth Age, otherwise certain events may be preordained. Naturally, you may wish to change situations and you may be able to account for differing occurrences. Remember that the Fourth Age is the "time of men" and many Elves have departed; both the Hobbits and Dwarves avoid mankind by hiding and the world is generally less rich with regard to these folk. If a module provides a setting but you want to run in a different era, make the appropriate modifications by using the sources;
- (4) *Assemble your source materials.*
- (5) *Create a total setting.* Provide reasons for events and why the world is as it is. Develop patterns of subsistence, migration, weather, etc. to account for preordained or "random" events. Construct cultures consistent with the land upon which they live. If a group isn't originally from the region note why, and what effects the area had on their old ways. Take care to fit religious, political, and military constructs into the world (an unusually powerful realm which conquered vast territories and is capable of taking Mordor must be explained).
- (6) *Use lots of maps to detail patterns and provide a creative framework.* With a generalized map you can create a specific picture off the top of your head (making notations for future reference) and remain consistent;
- (7) *Take your rules system and note what it has to say about the cultures and peoples upon which it is based.* Make the necessary changes to conform it to Middle-earth (e.g. dragons and balrogs may be too common and too weak under your rules). See if this affects play balance. If it does, make corrections to compensate.

Remember that a good world is more important than a technical rule. One can make rules modifications without too much pain. The setting is much more vital, and a world invariably determines its own physical laws.

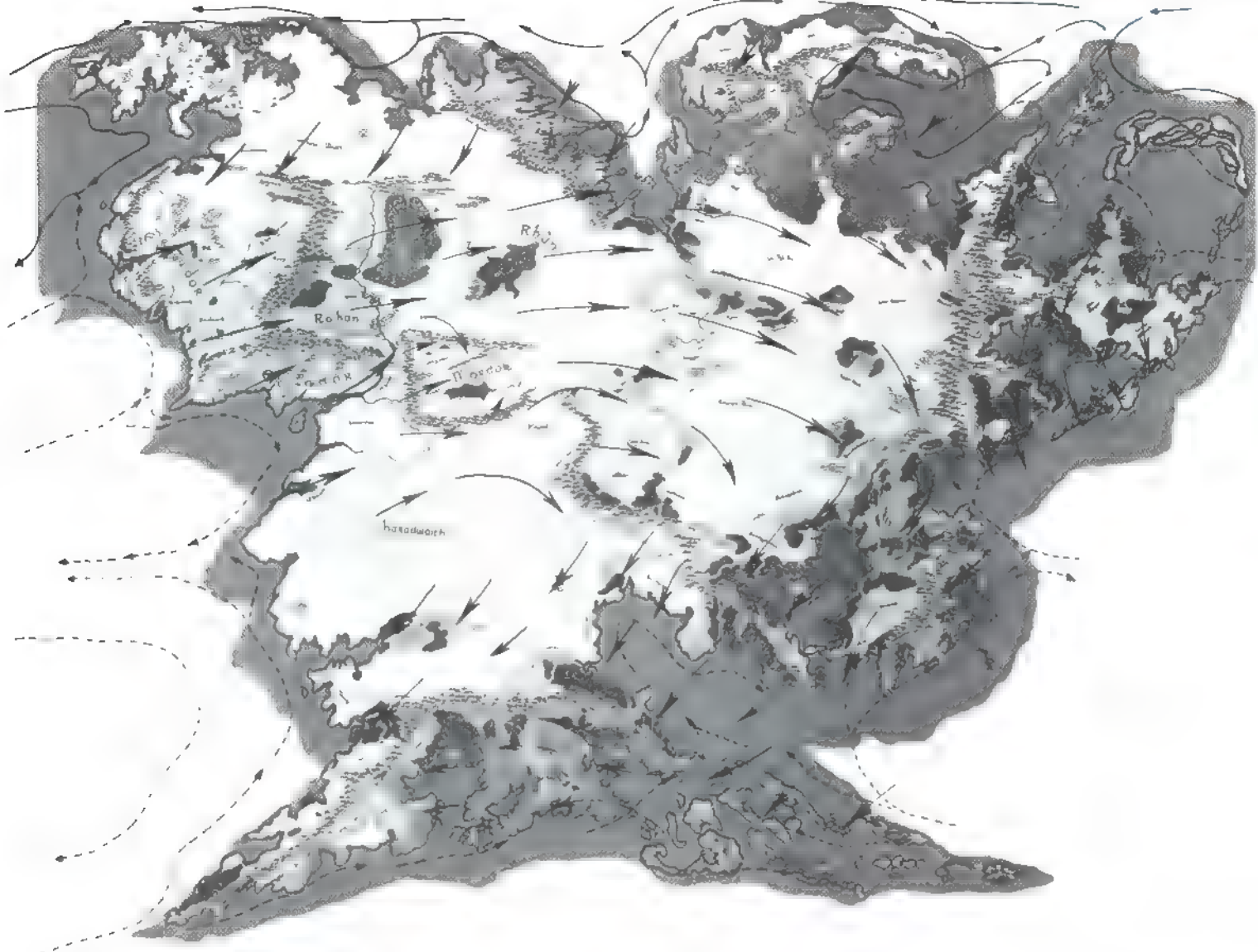
A GM should also remember that one has the alternative of allowing the PCs to change the course of history before the F.A.

11.0 OF MAPS AND MODULES AND THEIR USE

The following section is devoted to explaining the use of the accompanying poster map and giving the reader a guide to the use and integration of the various modules based on Middle-earth. Each module will detail a specific section of land covering an area between 37,400 (170 x 220) and 149,600 (340 x 440) square miles. The maps found in these packages can be referenced to the grid sections on the folded version of the poster map and are scaled in such a way that they will fit together with others showing adjacent territories — forming a vast mosaic of the entire continent (eventually). Specific instructions for combining these products are discussed in the modules proper.

11.1 ILLUSTRATIVE MAPS

Below are series of maps which illustrate important aspects of the continent. Numbers on the pictures correspond to the notes below. These maps provide the GM with accessible details concerning the social and political aspects of Middle-earth, as well as some notes on weather.



11.2 NOTES ON USE OF CONTINENTAL MAP

The full-color map of Middle-earth has been designed to give the viewer the "flavor" of the land. The shading in green indicates temperate or fertile areas with adequate or more than sufficient water supply. Deeper greens represent territory with substantial water, lighter greens show regions with seasonal rainfall, and/or runoff. Yellow greens cover areas which are semi-arid. Naturally, the desert is shaded in sand. White locations are those of severe or everlasting cold. Be careful to distinguish them from swamps, for the latter have their own symbol.

When using the large map a GM may wish to have a mobile mileage scale. In this way travels can be easily measured regardless of direction. Simply trace or copy the scale shown on the map surface and construct one or more handy copies for use in the game.

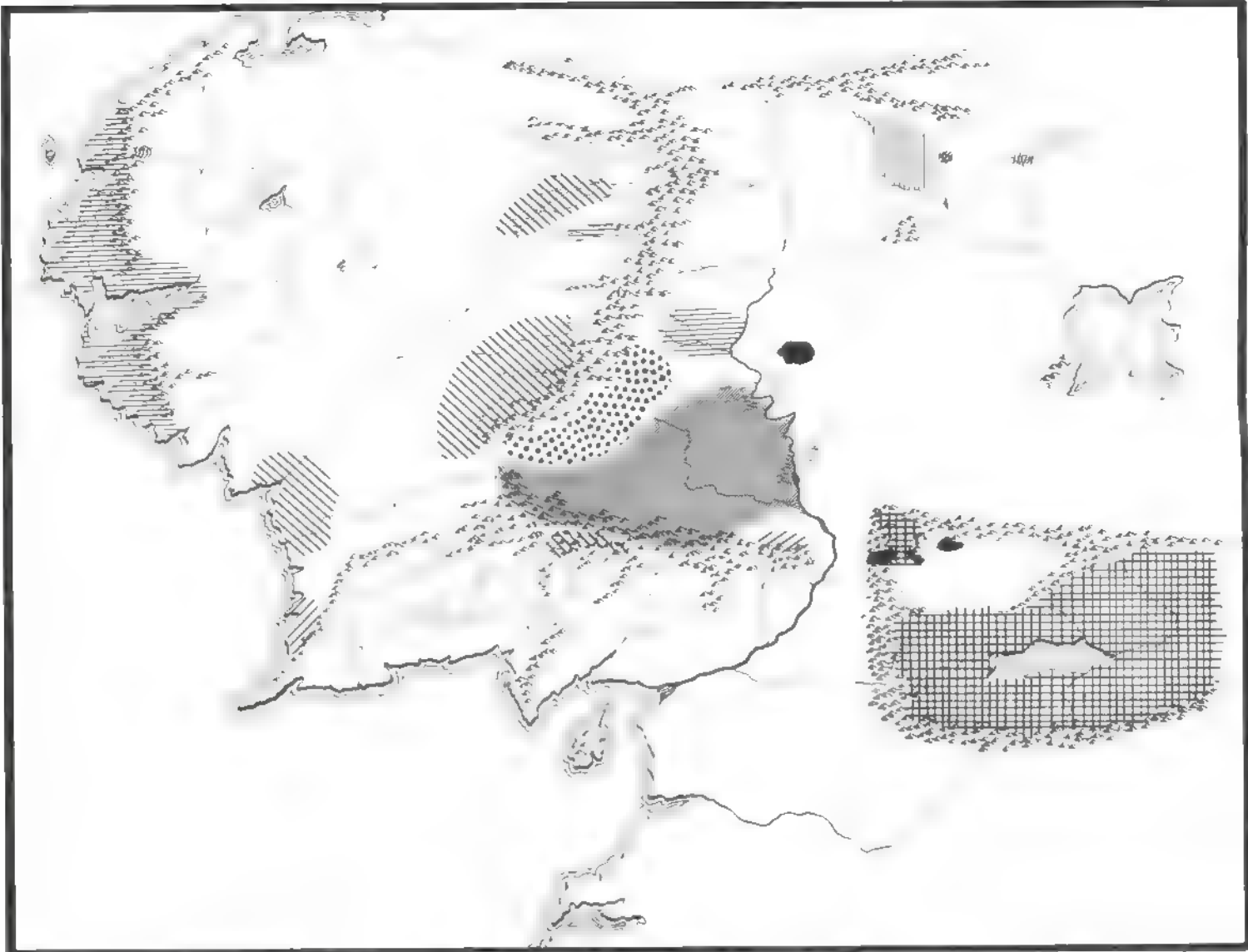
የግሪንድላንድ ሕዝብ
ግሪንድላንድ ሕዝብ

OCEAN CURRENTS AND PREVAILING WINDS

The symbols depict winds and currents at mid-year, the beginning of summer. Fluctuations should be based on this theme.

Cold Ocean Current —
Warm Ocean Current —
Prevailing Winds —

ደህንነት ለሕዝብ ግሪንድላንድ ሕዝብ ግሪንድላንድ ሕዝብ
ደህንነት ለሕዝብ ግሪንድላንድ ሕዝብ ግሪንድላንድ ሕዝብ



LANGUAGES OF THE WEST

- 1) Elvish
 - a) Quenya
 - b) Sindarin
 - c) Silvan Tongues
- 2) Khuzdul
- 3) Northern Mannish
 - d) Westron
 - e) Rohirric
- 4) Southern Mannish
 - f) Dunlending Tongues
 - g) Wild Men Tongues (Woses)
- 5) Entish
- 6) Black Speech
- 7) Various Orkish Dialects

CLIMATE

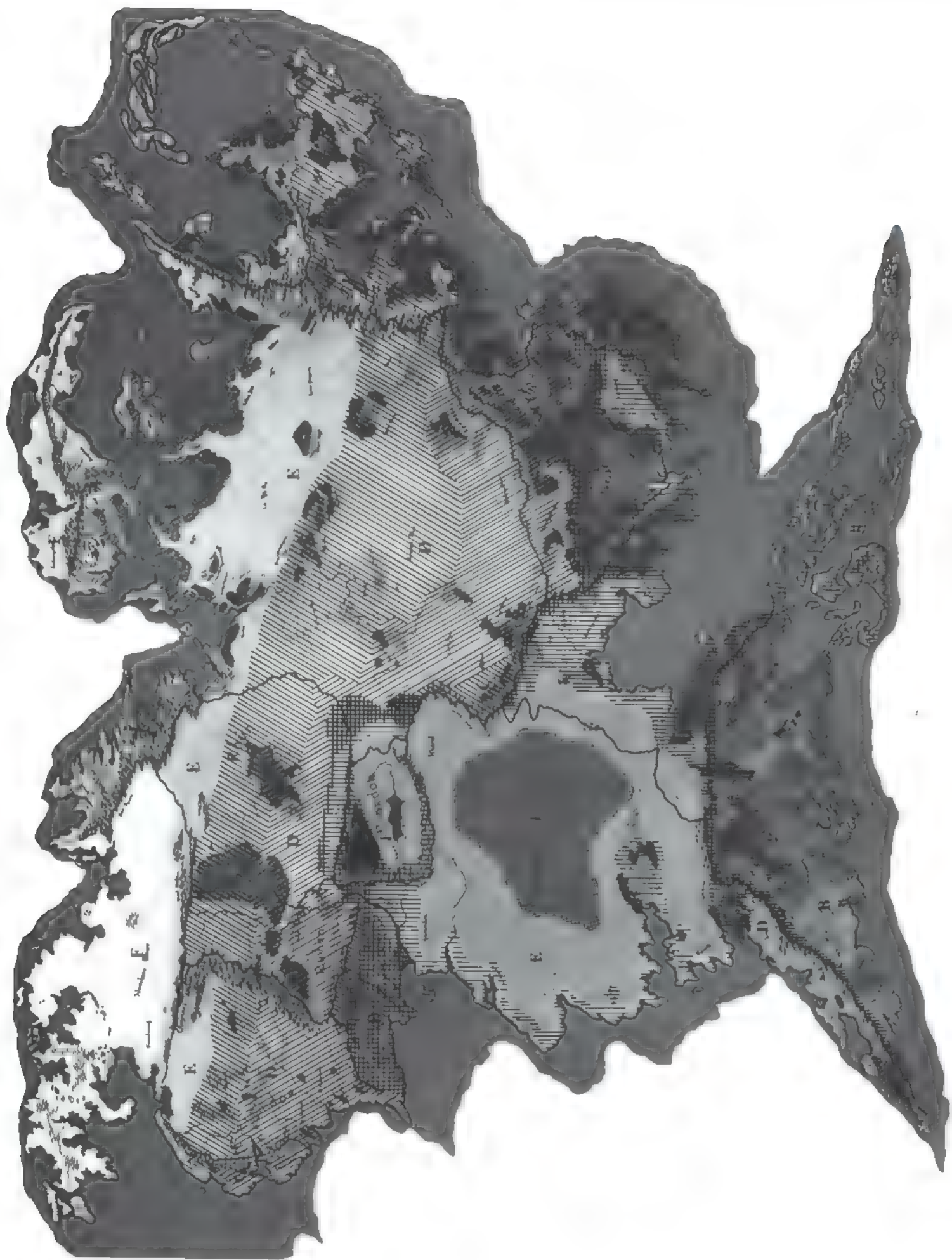
The following categories are based on an area's mean annual temperature

1	90		Dark grey
2	80-90		Light grey
3	70-80		
4	60-70°		
5	50-60°		
6	40-50°		
7	30-40		
8	20-30		
9	10-20°		
10	less than 10		

CLIMATE ZONES

The following is a breakdown based on mean annual precipitation. The black lines show continental divides, and separate runoff zones




- A 80 inches and over
- B 60-80 inches
- C 40-60 inches
- D 20-40 inches
- E 10-20 inches
- F Less than 10 inches





CONTINENTAL TRADE ROUTES

Thousands of tracks and trails crisscross the countryside of Endor. Many are little more than well-used animal paths, but others have come to be used frequently as migration and trade routes.

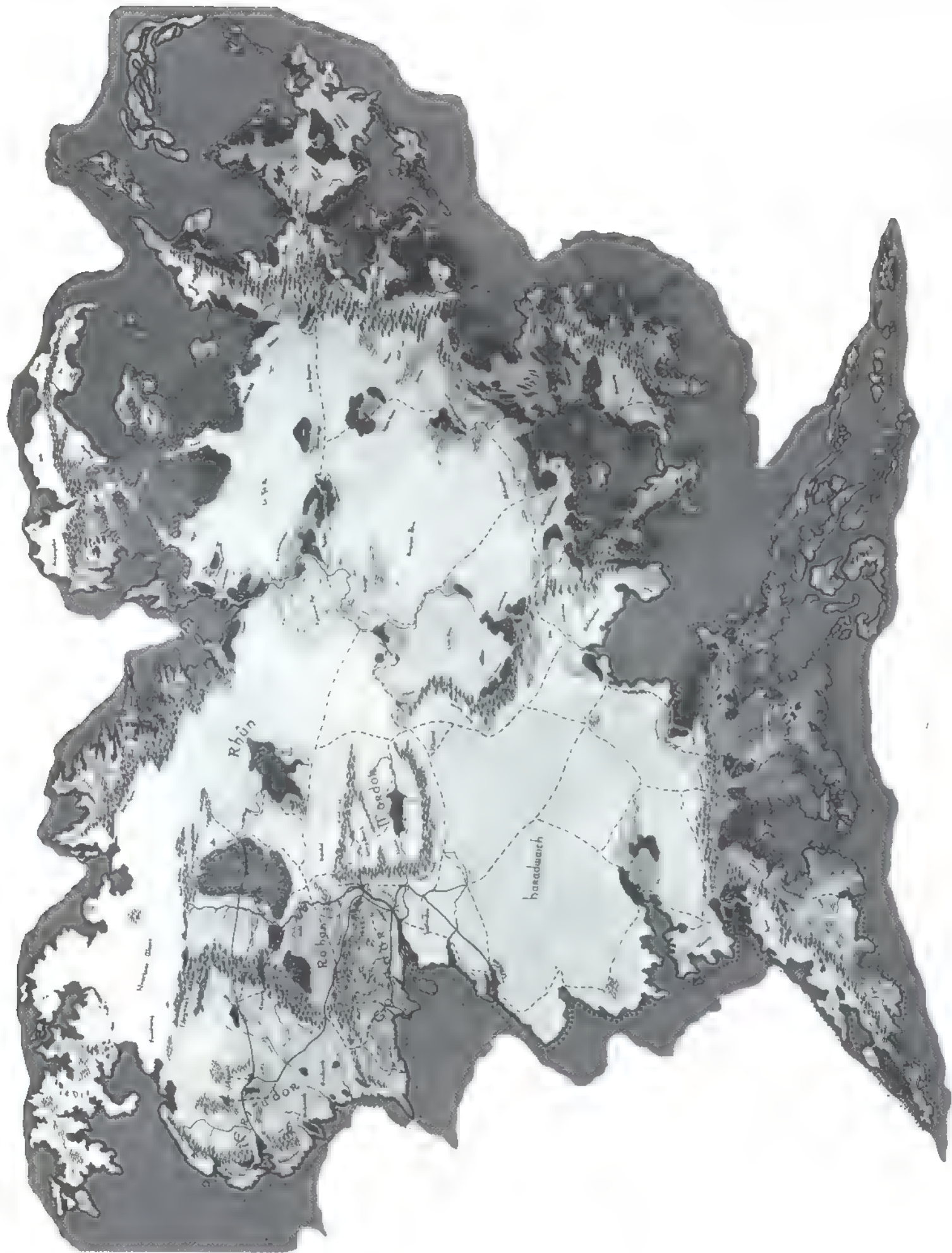
Major Road — 
 Minor Road — 
 Water Route — 

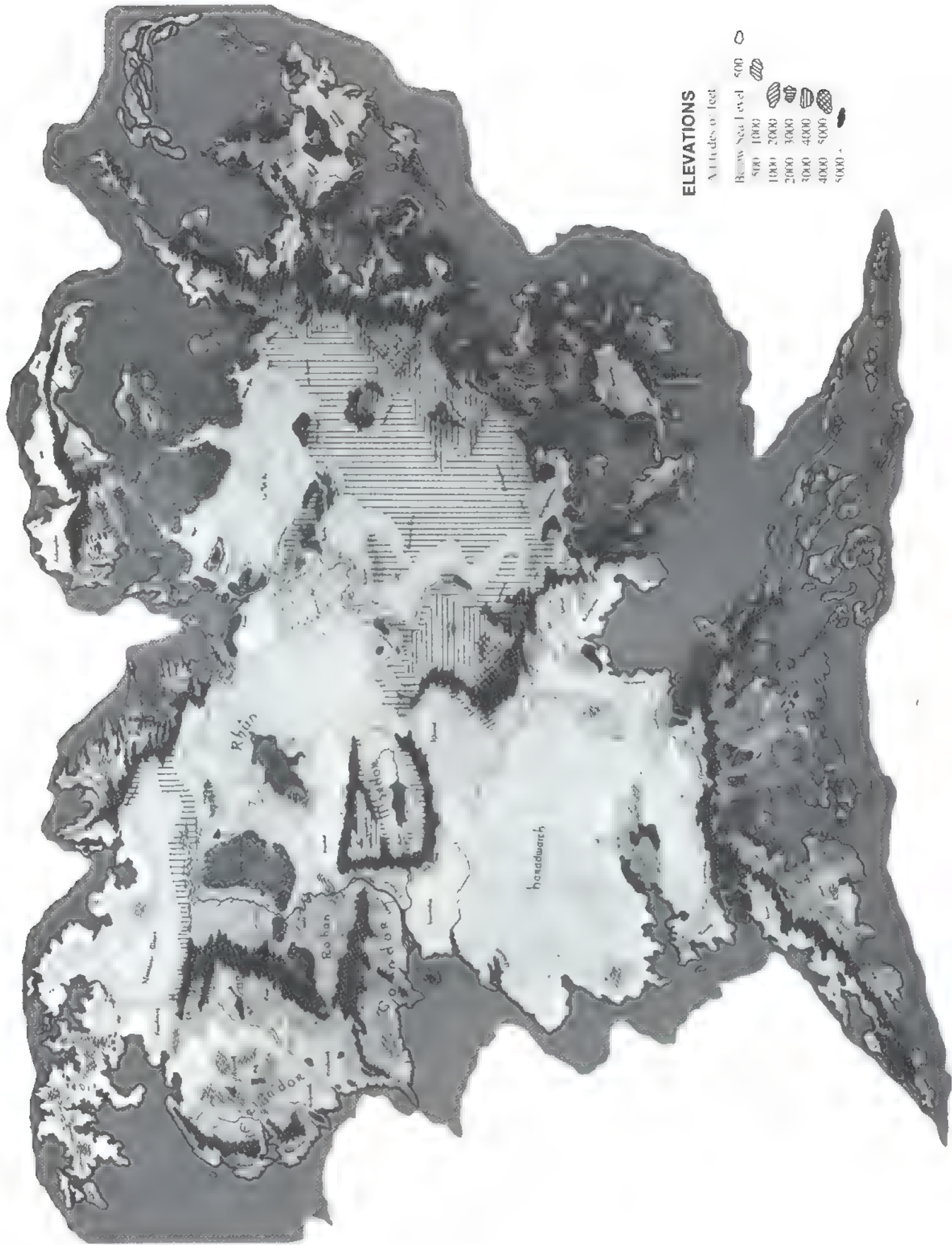
միւս հիւսիսը չ'յետն :
 ողորմաբար չ'յետն
 չ'բարձրանալու ճանճ

ROADS AND SETTLEMENTS IN THE GREAT LANDS

- A — Greenway (North Road that connected Arnor and Gondor)
- B — Old South Road (North Road below Tharbad)
- C — East Road (West of the Misty Mountains)
- D — Old Forest Road (Way of Dwarves; or East Road, east of mountains)
- E — Great West Road
- F — The Harad Road
- G — The Royal Road

- 1) Grey Havens
- 2) Fornost
- 3) Bree
- 4) Rivendell (Imladris)
- 5) Esgaroth Upon the Long Lake
- 6) Caras Galadon (City of Trees)
- 7) Moria (Khazad-Dûm)
- 8) Edoras
- 9) Minas Tirith
- 10) Osgiliath
- 11) Pelargir
- 12) Linhir
- 13) Dol Amroth
- 14) City of the Corsairs (Umbar)
- 15) Tharbad





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Elvish ~ mbe hōycyn
 xññ ~ xññ ~ xññ ~

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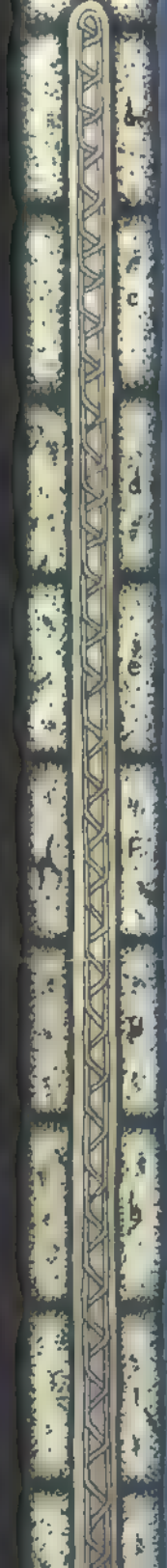
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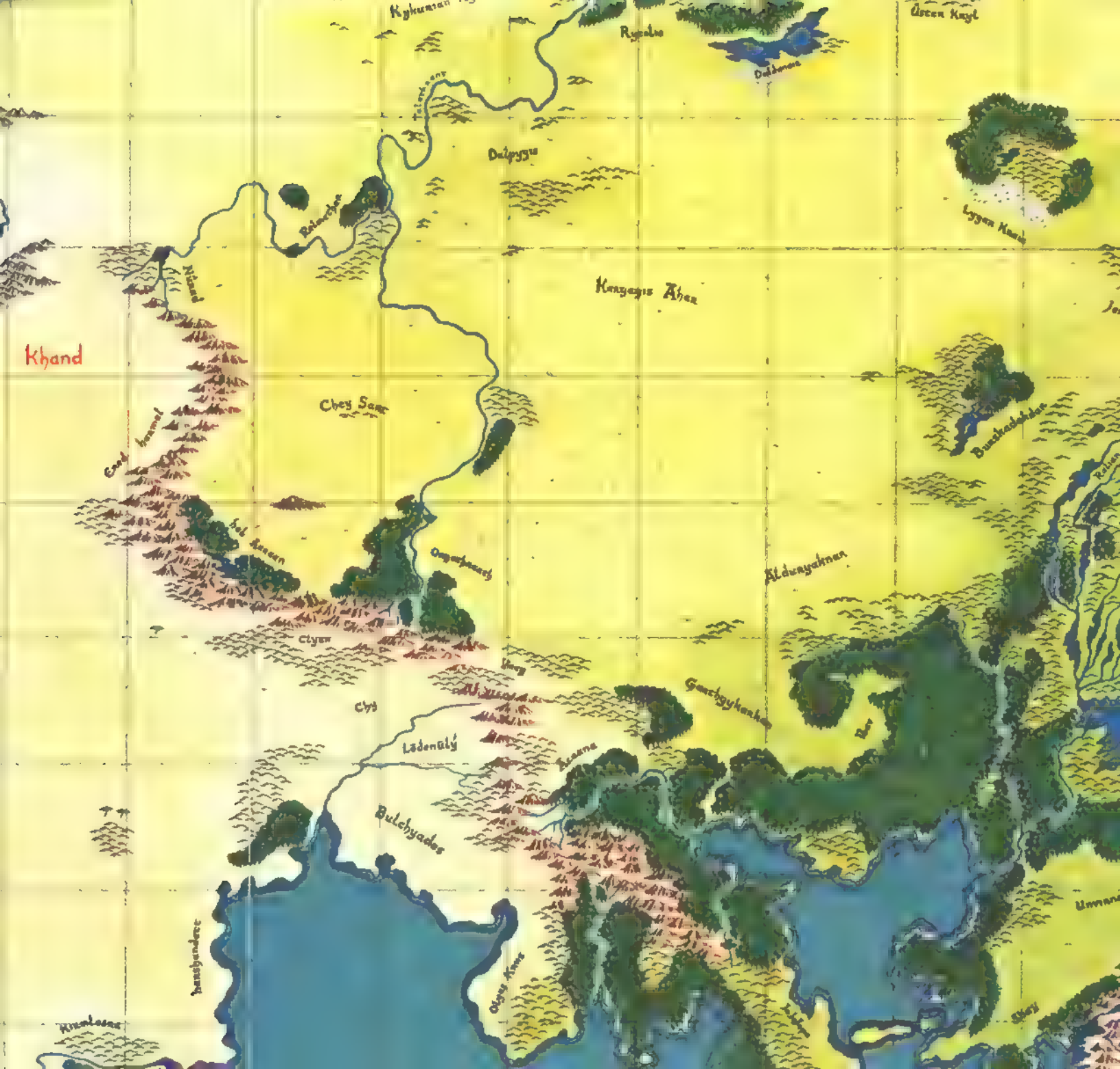
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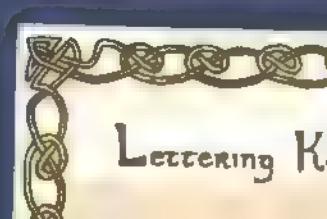
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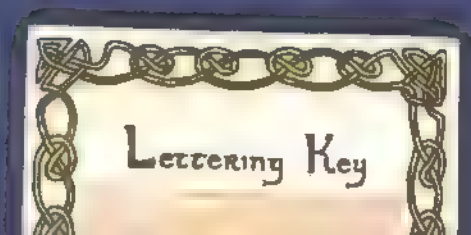
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Umbar

haradwaith



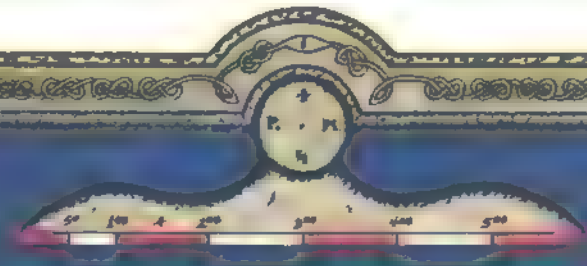




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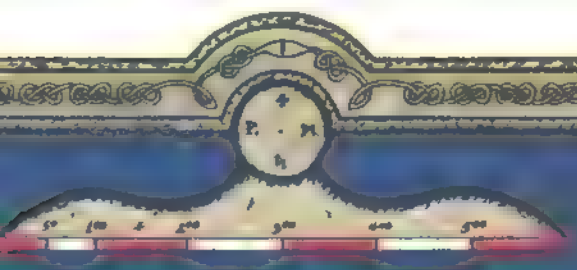
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